
Subject: Re: Another SSGM Question

Posted by [Whitedragon](#) on Mon, 09 Jul 2007 08:58:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

You could make Is_Mod work for any text file:

```
bool Is_Mod(const char *File, const char *Name) {
    ifstream file(File, ios::in);
    string tmp;
    while(file >> tmp) {
        if(strcmp(Name, tmp.c_str()) == 0) {
            return true;
        }
    }
    return false;
}
```

```
if (Is_Mod(file,nick)) {
```

joe937465 wrote on Mon, 09 July 2007 03:56

```
ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

That should be a 1.
