
Subject: Re: Another SSGM Question

Posted by [Whitedragon](#) on Mon, 09 Jul 2007 09:11:06 GMT

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I just showed you how to have multiple files, admins.txt, mods.txt, etc., and use the same Is_Mod for all of them.

Quote:

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;
}
```

So

```
if (Is_Mod("admins.txt",Get_Player_Name_By_ID(ID))) {
```

The 0/1 has nothing to do with that.
