
Subject: Re: SSGM Chat Hook

Posted by [Whitedragon](#) on Sat, 21 Jul 2007 06:28:30 GMT

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Amount/Game objects

```
int Amount = (int)atoi(Text[2].c_str()); //Turn the amount into an int.
GameObject *Donater = Get_GameObj(ID); //Get the gameobj of the player who's donating.
GameObject *Receiver = Get_GameObj_By_Player_Name(Text[1].c_str()); //Get the gameobj of
the player being being donated to.
```

You also need to check if the amount is a valid number.

```
bool IsNum(const char *sPtr) {
    while (*sPtr != '\0') {
        if (*sPtr < 48 || *sPtr > 57) return false;
        ++sPtr;
    }
    return true;
}
```

```
if (!IsNum(Text[2].c_str()) || Text[2].size() > 6) { //If it contains letters or is too big.
    return;
}
```

And of course you need to check if the players are on the same team and if the donater has enough credits.
