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Subject: Re: C++ help

Posted by [Cat998](#) on Thu, 02 Aug 2007 00:34:29 GMT

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Sn1per74\* wrote on Thu, 02 August 2007 01:41Cat998 wrote on Wed, 01 August 2007 11:22

I also recommend you to use a string tokenizer for the command

checking, it's a pain to always use strcmp

What do you mean string tokenizer. BTW, Thanks for all the help guys!

And what's the difference between true and false?

You can use my char string tokenizer. It's awesome

It splits any strings into pieces, you can define the delimiter it uses for splitting (for example a space), and you can define the maximum number of pieces, the last one contains the rest of the string.

<http://www.blackintel.org/Cat998/strtokenizer.txt>

strtokenizer takes 4 arguments:

char \*message: The message you want to split into pieces

char \*buf: It needs a memory buffer, where it can copy the tokens into, for ingame chat messages 512 bytes is enough I think

unsigned int n: The max number of tokens (The last one contains the rest of the string)

char delimiter: The delimiter character

Example:

```
Quote:char *message "!kick Sn1per74 C++ newb";
```

```
char buf[512]; //buffer for the function
```

```
char **toks;
```

```
toks = strtokenizer(message, buf, 3, ' '); //function call
```

```
Console_Output("%s has been kicked out of the game for: %s", toks[1], toks[2]);
```

```
//kick code here
```

```
delete[] toks; //cleanup
```

So toks[0] contains word1 (!kick), toks[1] contains word2 (Sn1per74) and toks[2] contains the rest of the string

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