

---

Subject: Re: c++ simple commands

Posted by [wittebolx](#) on Sun, 15 Jun 2008 23:28:41 GMT

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

---

```
class roshamboChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
Vector3 position;
position = Commands->Get_Position(obj);
if(!Is_Building_Dead(Find_Soldier_Factory(0)))
{
if(Credits >= 7000 && (Team == 0) ){
    Commands->Give_Money(obj,-7000,false);
char message[256];
sprintf(message,"msg [WGC]: %s just transformed into a Roshambo",
Get_Player_Name_By_ID(ID));
Console_Input(message);
Change_Character(obj,"Mutant_3Boss_Raveshaw");
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_RepairGun_Player",false);
Commands->Give_Powerup(obj,"POW_Chaingun_Player",false);
Commands->Give_Powerup(obj,"POW_RocketLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
Commands->Give_Powerup(obj,"POW_TiberiumAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
Commands->Give_Powerup(obj,"POW_TiberiumFlechetteGun_Player",false);
Commands->Give_Powerup(obj,"POW_PersonallonCannon_Player",false);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Nuclear_Missile_Beacon",false);
Commands->Set_Position(obj,position);
    }
else{
Console_Input(StrFormat("ppage %d This command works only for Nod, You need $7000, The
Hand of Nod needs to be Online!",Get_Player_ID(obj)).c_str());
}
}
}
};
```

```
ChatCommandRegistrant<roshamboChatCommand>  
roshamboChatCommandReg("!roshambo",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

if you need an Uber Character

1. Nod only.
  2. Hand of Nod Required.
  3. 7000 credits
-