
Subject: Re: ltdonate

Posted by [reborn](#) on Wed, 09 Jul 2008 15:12:05 GMT

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Try this out then, I haven't tested it, so if you could and report any bugs that would be nice, as I plan to use it myself too.

```
class ltdonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObj *obj = Get_GameObj(ID);
if (!Text[1].empty()) {
float money = atof(Text[1].c_str());

/*const char* s_money = Text[1].c_str();
sscanf(s_money,"%f",&money);
if (sscanf(s_money,"%f",&money) != 1)
{
Console_Output("There was blood, everywhere. Nobody could tell what did this to them, but
there was one thing for certain. Something had gone horribly wrong.");
}
*/

float clientsmoney = Commands->Get_Money(obj);

if(clientsmoney >= money){
int Team = Get_Team(ID);
int count = Get_Team_Player_Count(Team);
if(count > 1){
int amounttodonate = money/(count - 1);
Commands->Give_Money(obj,(money * -1),false);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x){
GameObj *o = (GameObj *)x->NodeData;
if (o && Commands->Is_A_Star(o) && (Commands->Get_Player_Type(o) == Team)){
if(Get_Player_ID(o) != ID){
Commands->Give_Money(o,amounttodonate,false);
Console_Input(StrFormat("ppage %d You have just been donated $%i by player
%s.",Get_Player_ID(o),amounttodonate,Get_Player_Name(obj)).c_str());
}
}
x = x->NodeNext;
}
}
else{
Console_Input(StrFormat("ppage %d Dude, you're the only player on your team :-S",ID).c_str());
}
}
}
```

```

else{
Console_Input(StrFormat("page %d You do not have $%i, please lower your
donation.",ID,money).c_str());
}
}
};
ChatCommandRegistrant<tdonateChatCommand>
tdonateChatCommandReg("!tdonate",CHATTYPE_ALL,1,GAMEMODE_ALL);

```

There's probably some casts I havn't done that I should of, but I'm a lazy bitch and keep my warning levels down all the time.

You're probably able to make it say some weird numbers if you type !tdonate 34098563406854968409680954870986504, but it shouldn't actually do any harm.

Feel free anyone to pop there two cents in and make it better

Oh, I also found a flaw with int Get_Team_Player_Count(int Team), so you'll need to change that function to read like this:

```

int Get_Team_Player_Count(int Team)
{
int Total = 0;
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x)
{
GameObject *o = (GameObject *)x->NodeData;
if (o && Commands->Is_A_Star(o))
{
if (Get_Team(Get_Player_ID(o)) == Team)
{
Total++;
}
}
x = x->NodeNext;
}
return Total;
}

```