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Subject: Re: !tdonate

Posted by [reborn](#) on Wed, 09 Jul 2008 16:54:55 GMT

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Actually if I'm honest I do look at other peoples code. I recycled allot of vloktboky's code from previous releases into other work. Granted I didn't copy it line for line, but there are allot of similarities here and there in hunt the player mode and the base defense plug-in and that of boky's deathmatch mode and other releases.

I didn't know or had never tried to convert a const char \* type to float until today, I asked both Stealth Eye and Saber Hawk and they kindly replied. I ended up using Stealth Eye's suggestion and took a look at atof, which ended up forming this line "float money = atof(Text[1].c\_str());".

Asking people for help is not a bad thing. Some people are embarassed to do so, or don't want to annoy people. If someone asks me and I know then I will help them, unless they are an asshole. If I'm busy then I will say I'm busy.. I have found this works with others. I ask Roshambo, WD, SaberHawk and StealthEye for help all the time. Sometimes I even manage to get-a-hold of boky...

If you're ego is so large that you cannot ask someone for help then you're not going to get very far at all in life. It's easier for me, I practice meditation and actively try to free myself from ego, but I can see why others have a hard time.

But yes, you're right. Copying other peoples code line for line and then calling it your own, or just changing a little thing here or there is pretty lame.

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