

---

Subject: Re: Revive Plugin for RR Servers

Posted by [MacKinsey](#) on Fri, 26 Sep 2008 12:54:48 GMT

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

---

The code is not really cleaned up.

For example it does the same when u type in hon or bar, the same code but here is it

```
class reviveChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    char buffer[128];
    GetCurrentDirectory(50, buffer);
    strcat(buffer, "\\rrevive.ini");
    INIClass *ini = Get_INI(buffer);
    if(!ini)
    {
        Console_Input(StrFormat("msg Unable to load RRevive.ini !").c_str());
        return;
    }
    bool allow = ini->Get_Bool("Main", "Allow_Revive", 0);
    float cost = ini->Get_Float("Main", "Cost", 0.0);
    bool allowb = ini->Get_Bool("Settings", "Allow_Revive_Soldier_Factories", 0);
    bool allowp = ini->Get_Bool("Settings", "Allow_Revive_Power_Plants", 0);
    bool allowr = ini->Get_Bool("Settings", "Allow_Revive_Refineries", 0);
    bool allowv = ini->Get_Bool("Settings", "Allow_Revive_Vehicle_Factories", 0);
    bool allowd = ini->Get_Bool("Settings", "Allow_Revive_Primary_Base_Defences", 0);
    GameObject *obj = Get_GameObj(ID);
    float Credits = Commands->Get_Money(obj);
    int Team = Get_Object_Type(obj);
    int BARID = Commands->Get_ID(Find_Soldier_Factory(Team));
    GameObject *bar= Commands->Find_Object(BARID);
    int PPID = Commands->Get_ID(Find_Power_Plant(Team));
    GameObject *pp = Commands->Find_Object(PPID);
    int REFID = Commands->Get_ID(Find_Refinery(Team));
    GameObject *ref = Commands->Find_Object(REFID);
    int WFID = Commands->Get_ID(Find_Vehicle_Factory(Team));
    GameObject *wf = Commands->Find_Object(WFID);
    int OBID = Commands->Get_ID(Find_Base_Defense(Team));
    GameObject *ob = Commands->Find_Object(OBID);
    if(allow == 1){
        if (strcmp(Text[1].c_str(),"help")==0){
            if (Team == 1) {
                Console_Input(StrFormat("ppage %d [Revive_System]: The price you have to pay is
%.0f",ID,cost).c_str());
                Console_Input(StrFormat("ppage %d [Revive_System]: You need to say the building name:
bar; pp; ref; wf; agt",ID).c_str());
            }
        }
        else{
            Console_Input(StrFormat("ppage %d [Revive_System]: The price you have to pay is
```

```
%.0f",ID,cost).c_str());
    Console_Input(StrFormat("ppage %d [Revive_System]: You need to say the building name:
hon; pp; ref; air; ob",ID).c_str());
}
return;
}
if (strcmp(Text[1].c_str(),"bar")==0){
if(allowb == 1){
if(Is_Building_Dead(bar)) {
if (Team == 1) {
if(Credits >= cost){
Commands->Give_Money(obj,cost * -1,false);
Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Wide_Player_Name(obj)).c_str());
Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
}
else{
Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
}
}
if (Team == 0) {
if(Credits >= cost){
Commands->Give_Money(obj,cost * -1,false);
Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Wide_Player_Name(obj)).c_str());
Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
}
else{
Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
}
}
}
else {
if (Team == 1) {
Console_Input(StrFormat("ppage %d The Barracks is not
dead.",Get_Player_ID(obj)).c_str());
}
else{
Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
}
}
}
else{
Console_Input(StrFormat("ppage %d You are NOT allowed to revive the
Barracks.",Get_Player_ID(obj)).c_str());
```

```

}
}
if (strcmp(Text[1].c_str(),"hon")==0){
    if(allowb == 1){
        if(Is_Building_Dead(bar)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
                }
            }
            else{
                Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
            }
        }
    }
    if (Team == 0) {
        if(Credits >= cost){
            Commands->Give_Money(obj,cost * -1,false);
            Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Wide_Player_Name(obj)).c_str());
            Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
        }
        else{
            Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
        }
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The Barracks is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the Hand of
Nod",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"pp")==0){
    if(allowp == 1){

```

```

if(Is_Building_Dead(pp)) {
    if (Team == 1) {
        if(Credits >= cost){
            Commands->Give_Money(obj,cost * -1,false);
            Console_Input(StrFormat("msg %d Has just revived the
PowerPlant",Get_Wide_Player_Name(obj)).c_str());
            Commands->Attach_Script(pp, "RR_ReviveBuilding", "");
        }
        else{
            Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
PowerPlant.",Get_Player_ID(obj)).c_str());
        }
    }
    if (Team == 0) {
        if(Credits >= cost){
            Commands->Give_Money(obj,cost * -1,false);
            Console_Input(StrFormat("msg %d Has just revived the
PowerPlant",Get_Wide_Player_Name(obj)).c_str());
            Commands->Attach_Script(pp, "RR_ReviveBuilding", "");
        }
        else{
            Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
PowerPlant.",Get_Player_ID(obj)).c_str());
        }
    }
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The PowerPlant is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The PowerPlant is not
dead.",Get_Player_ID(obj)).c_str());
    }
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
PowerPlant",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"ref")==0){
    if(allwr == 1){
        if(Is_Building_Dead(ref)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);

```

```

    Console_Input(StrFormat("msg %d Has just revived the
Refinery",Get_Wide_Player_Name(obj)).c_str());
    Commands->Attach_Script(ref, "RR_ReviveBuilding", "");
}
else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Refinery.",Get_Player_ID(obj)).c_str());
}
}
if (Team == 0) {
    if(Credits >= cost){
        Commands->Give_Money(obj,cost * -1,false);
        Console_Input(StrFormat("msg %d Has just revived the
Refinery",Get_Wide_Player_Name(obj)).c_str());
        Commands->Attach_Script(ref, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Refinery.",Get_Player_ID(obj)).c_str());
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The Refinery is not dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Refinery is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
Refinery",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"wf")==0){
    if(allowv == 1){
        if(Is_Building_Dead(wf)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
WeaponsFactory",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
                }
            }
            else{
                Console_Input(StrFormat("ppage %d You do not have enough credits to revive the

```

```

WeaponsFactory.",Get_Player_ID(obj)).c_str());
}
}
if (Team == 0) {
    if(Credits >= cost){
        Commands->Give_Money(obj,cost * -1,false);
        Console_Input(StrFormat("msg %d Has just revived the
AirStrip",Get_Wide_Player_Name(obj)).c_str());
        Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AirStrip.",Get_Player_ID(obj)).c_str());
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The WeaponsFactory is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The AirStrip is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
WeaponsFactory",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"air")==0){
    if(allowv == 1){
        if(Is_Building_Dead(wf)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
WeaponsFactory",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
WeaponsFactory",Get_Player_ID(obj)).c_str());
                }
            }
        }
        if (Team == 0) {
            if(Credits >= cost){

```

```

    Commands->Give_Money(obj,cost * -1,false);
    Console_Input(StrFormat("msg %d Has just revived the
AirStrip",Get_Wide_Player_Name(obj)).c_str());
    Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
}
else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AirStrip.",Get_Player_ID(obj)).c_str());
}
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The WeaponsFactory is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The AirStrip is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
AirStrip",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"agt")==0){
    if(allowd == 1){
        if(Is_Building_Dead(obj) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
AGT",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AGT.",Get_Player_ID(obj)).c_str());
                }
            }
            if (Team == 0) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
Obelisk",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
                }
            }
        }
    }
}
}

```

```

else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Obelisk.",Get_Player_ID(obj)).c_str());
}
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The AGT is not dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Obelisk is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
AdvancedGuardTower",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"ob")==0){
    if(allowd == 1){
        if(Is_Building_Dead(obj)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
AGT",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AGT",Get_Player_ID(obj)).c_str());
                }
            }
            if (Team == 0) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
Obelisk",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Obelisk.",Get_Player_ID(obj)).c_str());
                }
            }
        }
    }
}
}
}

```



```
else {
  if (Team == 1) {
    Console_Input(StrFormat("ppage %d The AGT is not dead.",Get_Player_ID(obj)).c_str());
  }
  else{
    Console_Input(StrFormat("ppage %d The Obelisk is not dead.",Get_Player_ID(obj)).c_str());
  }
}
}
else{
  Console_Input(StrFormat("ppage %d You are not allowed to revive the
Obelisk",Get_Player_ID(obj)).c_str());
}
}
}
else{
  Console_Input(StrFormat("ppage %d Revive is currently disabled.",Get_Player_ID(obj)).c_str());
}
};
ChatCommandRegistrant<reviveChatCommand>
reviveChatCommandReg("!r;!revive",CHATTYYPE_ALL,1,GAMEMODE_AOW);
```

---