
Subject: Re: Revive Plugin for RR Servers
Posted by [jnz](#) on Fri, 26 Sep 2008 13:59:16 GMT
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With that; we can suggest improvements for you.

I'd do it like this:

```
int Team = Get_Team(ID);
GameObject *Building = 0;
if(Text[1] == "pp")
{
    if(!ini->Get_Bool("Settings", "Allow_Revive_Power_Plants", 0))
    {
        //not allowed
        return;
    }

    Building = Find_Power_Plant(Team));
}
else if(...)
{

}
else
{
    //invalid selection
    return;
}

if(!Building || !Commands->Get_ID(Building))
{
    //error
    return;
}

float Cost = /*Get cost */;

if(!Purchase_Item(Get_GameObj(ID), Cost))
{
    //not enough money
    return
}

Attach_Script_Once(Building, "RR
Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
```

```
char msg[256];  
sprintf(msg, "msg %S has revived the %s", Get_Wide_Player_Name_By_ID(ID),  
Translate_Preset(Building));  
Console_Input(msg);
```
