
Subject: Re: .ini

Posted by [snazy2000](#) on Wed, 11 May 2011 21:43:16 GMT

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```
void mes::Load(GameObject *obj){
    std::string me;
    const char*name = Get_Player_Name(obj);
    SettingsLoader::Load();
    mes = new mes("*****.ini");
    LoadSString(me,name,"NULL",true,true,false);

    char preset[500];
    char skin[500];
    char shield[500];
    char powerups[500];
    char scripts[500];
    char scriptparam[500];
    float price = 0;
    float hp =0;
    float ap =0;
    for (int z = 1; ; ++z) {

        if (z==1||z==3||z==4)
        {
            switch(z)
            {
                case 1:
                    price = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
                case 3:
                    hp = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
                case 4:
                    ap = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
            }
        }
        else
        {
            switch(z)
            {
                case 2:
                    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",preset,500);
                case 5:
                    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",skin,500);
                case 6:
                    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",shield,500);
                case 7:
                    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",powerups,500);
                case 8:
                    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scripts,500);
```

```
case 9:
  INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scriptparam,500);
}
}
}
if (price==0)
{
  int pID = Get_Player_ID(obj);
  Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
}
else
{
  //KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
}
};
```

```
struct mes: public virtual SettingsLoader{
  mes(const char *ININame) : SettingsLoader(ININame){}
  void Load(GameObject *obj);
};
```

Compiles fine for me.