
Subject: Re: .ini
Posted by [robbyke](#) on Thu, 12 May 2011 18:31:13 GMT
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ok ive done this

gmmain.cpp:
Toggle Spoiler

```
/* Renegade Scripts.dll  
SSGM main functions and classes  
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
```

```
This file is part of the Renegade scripts.dll  
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under  
the terms of the GNU General Public License as published by the Free  
Software Foundation; either version 2, or (at your option) any later  
version. See the file COPYING for more details.  
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any  
closed source module that does not contain code covered by this licence.  
Only the source code to the module(s) containing the licenced code has to be released.  
*/
```

```
#include "scripts.h"  
#include "engine.h"  
#include "gmmain.h"
```

```
//Yep, a file just for this.  
SettingsStruct *Settings = 0;  
DataStruct *Data = 0;  
mes *KB_ME = 0;
```

```
void mes::Load(GameObject *obj){  
    std::string me;  
    const char*name = Get_Player_Name(obj);  
    SettingsLoader::Load();  
    new mes("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);
}
};

```

under gmmain.he

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

however i dont even have the slightest clue why
