
Subject: Re: !refund command broken
Posted by [Gen_Blacky](#) on Mon, 09 Apr 2012 03:58:41 GMT
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iRANian wrote on Sun, 08 April 2012 12:31 Adding this SSGM plugin to your server should fix it (it adds the refund console command), tell me whether it works or not, can't remember if it actually fixes that BRenBot plugin issue..

<http://dl.dropbox.com/u/21865790/RefundConsoleCommand.dll>

Basically, BRenBot.dll is an SSGM 2.0.2 plugin that's installed alongside the BRenBot.dll BRenBot plugin, the SSGM plugin adds the refund console command used by the BRenBot plugin (and it does some other stuff), but as it's an SSGM 2.0.2 plugin it doesn't work with SSGM 4.0.

It don't work because the Brenbot.dll console command is "give_money". And the Brenbot plugin uses give_money.

```
"give_money $player{id} $amount"
```

I thought the console command was "refund" also.

Besides that it works fine. Just tested it.

But messages don't get displayed on new line and you can enter "refund playerid anycharacter" and it will go through. Same with givecredits console command. Guessing just a copy of that. Not that it matters as long it don't crash fds when anything but an int/float is passed to console command.

```
Please enter a valid client identifier.Please enter a valid client identifier.PI  
ease enter a valid client identifier.Please enter a valid client identifier.Plea  
se enter a valid client identifier.Please enter a valid client identifier.
```

```
Credits have been given.Jerry2008 purchased a vehicle  
Credits have been given.Credits have been given.Credits have been given.Credits
```

```
refund 1 324234234&%^&%*%&%#$%#%$&%(*&*)*(_*+()):"({:?KU  
refund 1 324234234&%^&%*%&%#$%#%$&%(*&*)*(_*+()):"({:?KU  
refund 1 324234234&%^&%*%&%#$%#%$&%(*&*)*(_*+()):"({:?KU
```

```
int CommandLineParser::getInt()
```