Subject: Own scripts.dll commands
Posted by DodgeThis on Wed, 27 Dec 2006 22:18:49 GMT
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I'm totally new to modding scripts.dll and new to c++. I followed many of these tutorials and now I think i know the basics of c++

To improve my not very developed skills I'm trying to make my own server side scripts...

I want to add my own custom commands...
I added this line to the scripts.dll (i know it's cheating but it's only to try it)

 else if (stricmp(Msg2,"!setcash <player> <amount>") == 0)
{
// code
}

So if you say in teamchat "!setcash DodgeThis 800" it will set the cash of player DodgeThis to 800
Now i want to include that it only executes the code if it is me who said it, and that it works on the <player> with the <amount>

Does anyone knows how to do this?

I thought by myself it was something like
else if (stricmp(Msg2,"!setcash <player> <amount>") == 0 && strincmp(Get_Player_ID(sender), DodgeThis)
{
// code
}

Subject: Re: Own scripts.dll commands
Posted by saberhawk on Wed, 27 Dec 2006 22:36:10 GMT
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else if ((stricmp(Msg2,"!setcash <player> <amount>") == 0) &&
(stringcmp(Get_Player_ID(sender), DodgeThis) == 0))
{
// code
}

Subject: Re: Own scripts.dll commands
Posted by DodgeThis on Wed, 27 Dec 2006 22:38:41 GMT
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saberhawk wrote on Wed, 27 December 2006 23:36else if ((stricmp(Msg2,"!setcash <player>

<amount>") == 0) && (stringcmp(Get_Player_ID(sender), DodgeThis) == 0))
{
// code
}
oh thanks ^^ forgot some little things

but now.. i assume that you HAVE to type "!setcash <player> <amount>" and the whole code is
not working if you type "!setcash friend1 100"

Subject: Re: Own scripts.dll commands
Posted by 0x90 on Wed, 27 Dec 2006 23:43:12 GMT
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DodgeThis wrote on Wed, 27 December 2006 23:38saberhawk wrote on Wed, 27 December
2006 23:36else if ((stricmp(Msg2,"!setcash <player> <amount>") == 0) &&
(stringcmp(Get_Player_ID(sender), DodgeThis) == 0))
{
// code
}
oh thanks ^^ forgot some little things

but now.. i assume that you HAVE to type "!setcash <player> <amount>" and the whole code is
not working if you type "!setcash friend1 100"

sure... since youre doing a strcmp against "!setcash <player> <amount>".. so it will check exactly
this. <*> is no placeholder or something
you could check if the string begins with !setcash and then parse the "params" by yourself, for
example via strtok or something like that.

0x90

Subject: Re: Own scripts.dll commands
Posted by Cat998 on Thu, 28 Dec 2006 15:01:14 GMT
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I think you should learn a little bit more about C++, and about
programming in general. how to compare strings and why it
does not automatically replace <player> and <amount>.

Subject: Re: Own scripts.dll commands
Posted by DodgeThis on Thu, 28 Dec 2006 18:54:27 GMT

Cat998 wrote on Thu, 28 December 2006 16:01why it
does not automatically replace <player> and <amount>.

I wrotebut now.. i assume that you HAVE to type "!setcash <player> <amount>" and the whole
code is not working if you type "!setcash friend1 100"

I already said that ^^ but indeed, I have to learn more of it to mod scripts.dll