
Subject: can anyone just help me finish my code?

Posted by [_SSnipe_](#) on Tue, 26 Jun 2007 05:50:04 GMT

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```
else if (stristr(Msg2, "!Teleport <players name>") == 0 &&
strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
    {
        Change_Team(obj,2);
        Change_Character(obj,"GDI_MP");
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
        Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
        Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
        Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
        Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
        Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
        Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
        Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
        Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
        Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
        Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
        Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
        Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
        Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
        Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
        Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
        Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
        Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
        Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
        Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
        Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Signal_Flares"));
        Commands->Set_Position(obj,Pos);
    }
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3)
    {
        Vector3 Pos = Commands->Set_Position(obj,Pos);
    }
    else
    {
        Vector3 Pos = Commands->Set_Position(obj,Pos);
    }
    else
    {
        Vector3 Pos = Commands->Set_Position(obj,Pos);
    }
}
```

im trying to make a code so ingame under my ID (ren nick) can do this command !teleport <playersname>
to teleport a player to a spot on the map (since all maps are diffrent) and have it teleport there to the 2 random spots
i choose (single flares as heled by white dragon) and when it gets here it will be unteamed as a gdi MP and have all the weps but idk what i did wrong can soeone help me please!

Subject: Re: can anyone just help me finish my code?
Posted by [dead6re](#) on Tue, 26 Jun 2007 18:18:45 GMT
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```
else if (stristr(Msg2, "!Teleport <players name>") == 0 &&  
strcmp(Get_Player_Name_By_ID(ID), "<nick>") == 0) {
```

Are you expecting to to compile a version of the scripts.dll for each person in the game?

I believe the best way to have one command for this is to tokenize the string seperating the char* into two parts.

For yourself, it may be easier to convert Msg2 into a std::string for the time being and using substr(Start, Length).

It has been a while since I have looked into the scripts/bhs.dll but you could perform something like the following?

```
std::string ChatMsg(Msg2);  
else if (ChatMsg.substr(0, 9) == "!Teleport") {  
const char* TargetName = Get_Player_Name_By_ID(atoi(ChatMsg.substr(10).c_str));
```

PS: This is an idea, not complete code and may require editing.

Subject: Re: can anyone just help me finish my code?
Posted by [_SSnipe_](#) on Tue, 26 Jun 2007 22:09:47 GMT
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well it it for some mods but idk how to edit brenbot to do that so im just using nick and for this

```
std::string ChatMsg(Msg2);
else if (ChatMsg.substr(0, 9) == "!Teleport") {
const char* TargetName = Get_Player_Name_By_ID(atoi(ChatMsg.substr(10).c_str));
```

im not knowing what i does LOL

Subject: Re: can anyone just help me finish my code?
Posted by [Sir Kane](#) on Wed, 27 Jun 2007 14:20:46 GMT
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std:: is bad.

Subject: Re: can anyone just help me finish my code?
Posted by [ST3ALTH](#) on Wed, 27 Jun 2007 14:22:19 GMT
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Lmfao STD's are bad ;d

Subject: Re: can anyone just help me finish my code?
Posted by [dead6re](#) on Thu, 28 Jun 2007 18:24:07 GMT
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I agree using std:: is bad, but for learning purposes with his knowledge it may be better for him. No doubt Sir Kane, you have your own functions/library for char*.

Either way, I think joe needs to read more into C++ and get to grips with the functions and write a few simple programs before he moves onto a huge tasks that he seems to be embarking on with the current posts.

Subject: Re: can anyone just help me finish my code?
Posted by [BlueThen](#) on Thu, 28 Jun 2007 19:07:25 GMT
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IT looks to me that Joe has barely done anything with the coding. He just get's everyone to code it and all he does is fill it out. Maybe you should learn first.

Subject: Re: can anyone just help me finish my code?
Posted by [_SSnipe_](#) on Sat, 30 Jun 2007 09:04:44 GMT
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Subject: Re: can anyone just help me finish my code?
Posted by [Genesis2001](#) on Sat, 30 Jun 2007 16:39:19 GMT
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BlueThen wrote on Thu, 28 June 2007 13:07IT looks to me that Joe has barely done anything with the coding. He just get's everyone to code it and all he does is fill it out. Maybe you should learn first.

Yea, I'm currently (re-)learning Native C++ so that I can eventually begin modifying my own Renegade server.

-MathK1LL

Subject: Re: can anyone just help me finish my code?
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:24:52 GMT
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lol

Subject: Re: can anyone just help me finish my code?
Posted by [futura83](#) on Tue, 03 Jul 2007 09:31:36 GMT
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joe937465 wrote on Tue, 03 July 2007 10:24lol

How is it funny?

He said 'eventually' cos obviously he doesn't intend to rush straight into modding, so he doesn't have to ask for help loads on here....

Subject: Re: can anyone just help me finish my code?
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:32:50 GMT
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well i have learned alot of scrips in a short time lol
