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Subject: SSGm Script Question

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 06:47:12 GMT

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i think this is the basic chat hook

```
class exampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
  if (!_stricmp(Get_Player_Name_By_ID(ID,"<nick>")) {
    GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
    Commands->(what ever i want)
  }
}
};
ChatCommandRegistrant<exampleChatCommand>
exampleChatCommandReg("!example",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****
```

\*dont mind what i edited i just added some of the stuff\*

but the problem is i got to have about one code per renegade char and i have to make a new code per nickname of who can use the command how can i just edit this to make it so its one code like above but hav more then 1 person can use it so i dotn ahve to make 1 code per char and then that overgame with like 15 mods

please help and thasnk you

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Subject: Re: SSGm Script Question

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 19:24:31 GMT

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so anyone?

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Subject: Re: SSGm Script Question

Posted by [Hex](#) on Sat, 07 Jul 2007 19:33:25 GMT

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You want all mods to be able to use the command?

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Subject: Re: SSGm Script Question  
Posted by [jnz](#) on Sat, 07 Jul 2007 19:38:28 GMT  
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He wants it to read from a mods file or something.

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Subject: Re: SSGm Script Question  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 19:47:40 GMT  
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if u can teach me to make it read of stats but if not see how it makes it so only the person here  
if (!\_strcmp(Get\_Player\_Name\_By\_ID(ID), "<nick>")) {  
can use the command in the serv thers like 25 mods.....and i need about 1 code per char ingame  
so lets say theres 20 char inagme it whould be 20 chr times 25 mods = 500 codes sigh just  
someone help me convert that so it can read of more then one player that could use the command

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Subject: Re: SSGm Script Question  
Posted by [jnz](#) on Sat, 07 Jul 2007 19:56:20 GMT  
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meh, i'll write some shit code for you.

make sure

```
#include <fstream>
```

is at the top of the cpp file

```
bool Is_Mod(const char *Name)
{
    fstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}
```

```
class exampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
```

```
if(Is_Mod(Get_Player_Name_By_ID(ID))
{
    Commands->(do something)
}
else
{
    //this player isn't a mod
}
};
```

then, in mods.txt

```
<nick1>
<nick2>
<nick3>
```

---

Subject: Re: SSGm Script Question  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 20:17:37 GMT  
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ok so add that include into the the cpp file that im editig? ok

then add the code fill in my command and rest of it along with my commands and crap

then fill out the mod.txt

now where is this mod.txt file at? or has to be att?

---

Subject: Re: SSGm Script Question  
Posted by [jnz](#) on Sat, 07 Jul 2007 20:18:55 GMT  
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... :-"

You make the mods.txt file

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Subject: Re: SSGm Script Question

Posted by [futura83](#) on Sat, 07 Jul 2007 20:26:26 GMT

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joe937465 wrote on Sat, 07 July 2007 21:17ok so add that include into the the cpp file that im editig? ok

then add the code fill in my command and rest of it along with my commands and crap

then fill out the mod.txt

now where is this mod.txt file at? or has to be att?

You are honestly asking where it should be at?

Im not a coder, and i know that it would go in the same directory as the compiled program, unless otherwise stated in the code...

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Subject: Re: SSGm Script Question

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 20:28:37 GMT

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well i say a file like that in the brenbot dir and im think do i do that or make on in the servers data folder? or the main server folder? so i have 3 locations in mind and i just wanna make sure

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Subject: Re: SSGm Script Question

Posted by [jnz](#) on Sat, 07 Jul 2007 20:29:04 GMT

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Ancient\_and\_forever wrote on Sat, 07 July 2007 21:26

Im not a coder

Nor is joe but yeah, that's pretty straight forward i think. There is only a few circumstances that it wont.

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Subject: Re: SSGm Script Question

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 20:33:17 GMT

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RoShamBo wrote on Sat, 07 July 2007 15:29Ancient\_and\_forever wrote on Sat, 07 July 2007

21:26

Im not a coder

There is only a few circumstances that it wont.

?

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Subject: Re: SSGm Script Question  
Posted by [jnz](#) on Sat, 07 Jul 2007 20:48:26 GMT  
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if you run it under the MVS debugger is does some shit to your code. You have to get the full path to the file you need, otherwise it goes to the project directory and not where it is actually run.

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Subject: Re: SSGm Script Question  
Posted by [Hex](#) on Sat, 07 Jul 2007 20:50:44 GMT  
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If its brenbot you will need to read the levels

Quote:

[ADMINS]

admin1

admin2

admin3

[FULL\_MODS]

mod1

mod2

[HALF\_MODS]

hmod1

hmod2

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Subject: Re: SSGm Script Question  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 20:52:21 GMT  
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so where ever the plugin.cpp goes it goes? if so that will be all i need

also for new codes can i do the same thing just with diff file name?

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Subject: Re: SSGm Script Question  
Posted by [Hex](#) on Sat, 07 Jul 2007 21:02:48 GMT  
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No offence but how about you try it instead of asking

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Subject: Re: SSGm Script Question  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 21:06:46 GMT  
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im not yet with my plugin.cpp i got erorrns im not sure to fix yet or where to put ti so i cant test it for atleast a long while

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