
Subject: donateC++

Posted by [MafiaKasya](#) on Mon, 29 Oct 2007 06:38:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

How Can i Make Donate Command:

!donate <player> <amount>

What to write in Code

PLEASE HELP(C++)

Subject: Re: donateC++

Posted by [jnz](#) on Mon, 29 Oct 2007 14:13:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Post the code you already have then maybe we can help.

Subject: Re: donateC++

Posted by [Goztow](#) on Mon, 29 Oct 2007 14:53:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

You do realise that most bots already have this command, right?

Subject: Re: donateC++

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Oct 2007 17:19:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

i think hes creating his own bot

Subject: Re: donateC++

Posted by [Sn1per74*](#) on Mon, 29 Oct 2007 21:44:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Mon, 29 October 2007 12:19i think hes creating his own bot
Or he wants to learn how to do it himself.

Subject: Re: donateC++

Posted by [Genesis2001](#) on Mon, 29 Oct 2007 21:59:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Mon, 29 October 2007 11:19i think hes creating his own bot

If this is true, I would first start out by learning the fundamentals of C++ and Scripts.dll (SSGM version). You need to learn how the Renegade Engine does stuff, as far as what you can do and what you can't do.

Since you're asking for help on making a !donate command, I would look at the Example Plugin's source you get when you download SSGM. It has a sample command ("!test") built-in for you. You can modify that and make your donate command.

~MathK1LL

P.S.

This is the longest "help" post I've made!

Subject: Re: donateC++
Posted by [MafiaKasya](#) on Tue, 30 Oct 2007 08:19:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

problem is i don't know how to write This:

How to use money and player like:

~ !donate Kasya 1000

How to use Kasya and 1000 in there?

Subject: Re: donateC++
Posted by [Cat998](#) on Tue, 30 Oct 2007 12:26:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's like trying to fly an Airbus A320 without a pilot license.
You either learn it or not, but don't ask what switches you have to switch.

learn C++ (calling functions, using variables, classes, char string parsing)
read a C++ book
read some more C++ books
read bhs.txt and console.txt
Have a look at how SSGM does stuff and have a look at its example plugin.
come back here

Subject: Re: donateC++
Posted by [Sir Kane](#) on Tue, 30 Oct 2007 14:35:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Only hobos read books.

Subject: Re: donateC++
Posted by [The Elite Officer](#) on Tue, 30 Oct 2007 15:38:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Tue, 30 October 2007 10:35Only hobos read books.

Exactly, only modern people read online articles, news clips, and PDF's.

Subject: Re: donateC++
Posted by [jnz](#) on Tue, 30 Oct 2007 20:42:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Elite Officer wrote on Tue, 30 October 2007 15:38Sir Kane wrote on Tue, 30 October 2007 10:35Only hobos read books.

Exactly, only modern people read online articles, news clips, and PDF's.

what about a modern hobo?

Subject: Re: donateC++
Posted by [StealthEye](#) on Tue, 30 Oct 2007 21:37:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

eBooks.

Subject: Re: donateC++
Posted by [Cat998](#) on Tue, 30 Oct 2007 21:54:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, that was only an example.
Online tutorials and articles are good too.

I haven't found much useful information about C++ in PDFs yet...

Subject: Re: donateC++

Posted by [jonwil](#) on Tue, 30 Oct 2007 23:59:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

A good C++ book is the best way to learn C++ (Its how I learned C++ all those years ago)

Subject: Re: donateC++

Posted by [cnc95fan](#) on Wed, 31 Oct 2007 09:53:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can someone not just give him the code, he can read it, learn it and understand it..?

Subject: Re: donateC++

Posted by [StealthEye](#) on Wed, 31 Oct 2007 10:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is a bad way to learn because of two reasons:

- He won't know what to do when he wants to do something else.
- Someone here should write that code. => Support forums are to help people, not to do their jobs.

Quote:A good C++ book is the best way to learn C++ (Its how I learned C++ all those years ago)I don't agree. I never read a C++ book... At most a few pages. I learned everything I know about programming by downloading open source projects (scripts.dll, CuteNews), and intensively modding them/adding features/etc, until I'm able to build something new myself. If there is something I want to know, then I search for tutorials or other projects that are doing it.

Subject: Re: donateC++

Posted by [reborn](#) on Wed, 31 Oct 2007 11:44:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Perhaps it is a case of books are a good way of learning for some people, whilst others find other ways better to learn?

Everyone is different. I prefer books too.

Mafia, I don't think anyone around here is going to write it for you. But I will help...

Some useful functions for you that you will most likely need to use this are:

```
Get_Money(GameObject *Obj);
Give_Money(GameObject *Obj,float Money,bool EntireTeam);
Get_ID(GameObject *obj);
Get_Object_Type(GameObject *obj);
Get_Team(int PlayerID);
Get_Part_Names(const char *name1);
const wchar_t *Get_Wide_Player_Name(GameObject *obj);
GameObject *Get_GameObj(int PlayerID);
```
