
Subject: SSGM plugin crashes when trying to add a chat command

Posted by [iRANian](#) on Wed, 22 Jun 2011 21:14:24 GMT

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I'm working on a plugin for which I added a chat command. The chat command merely executes a Console_Input() statement. I copy-pasted the exact stuff from the SSGM Example Plugin Source, I can load up the server fine but as soon as I type something in-game with the first character being '!' the server crashes. I got 5 plugins loaded and this is the fifth one. If I configure it to only load this WIP plugin it'll will crash when the console outputs 'Load 0% Complete'. If I remove the ChatCommand blabla Reg stuff it works fine.

Are there any known issues with adding chat commands via the SSGM Plugin system? Here's the very WIP and messy code I got now:

plugin.cpp:

<http://pastebin.com/8PpAS3cB>

plugin.h:

<http://pastebin.com/iSwn8WVY>

Subject: Re: SSGM plugin crashes when trying to add a chat command

Posted by [Gen_Blacky](#) on Thu, 23 Jun 2011 06:17:25 GMT

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did you recompile ssgm I have had several chat commands that would crash my server.

If I recompiled with the same compiler version as the plugin it would work.

Also are you running RR on your test server bhs chat hook doesn't like rr.

Subject: Re: SSGM plugin crashes when trying to add a chat command

Posted by [iRANian](#) on Thu, 23 Jun 2011 15:37:28 GMT

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Nope, it's stock SSGM from the BC site I guess. People have suggested compiling the example plugin and seeing if it works but I don't understand why it isn't working as the #includes are the same and I just pasted the example ChatCommand code crap. It's quite frustrating.
