
Subject: !team2 for just admins?

Posted by [Distrbd21](#) on Tue, 15 May 2012 07:24:14 GMT

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ok so I have it set up so only admins can use this command if there name is the same as in the code.

BUT the problem I have with that is, say a non admin joins with our name when we aren't on the server and use's the command.

What I'm asking is there away to define it more then that?

like maybe what a bot does, when it has you auth your self or login?

```
class team2ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text, int ChatType) {
        std::string name = Get_Player_Name(Get_GameObj(ID));
        GameObject *obj = Get_GameObj(ID);
        if (name == "Distrbd21" || name == "Chevy" || name == "Darth3369")
        {
            if (Text[1] == "?") {
                Console_Input(StrFormat("ppage %d Syntax: !team2 <player id> <team number> [usage:
Teams the player to the team specified.]",ID).c_str());
            }
            else if (!Text[1].empty()) {
                int pid = atoi(Text[1].c_str());
                int team = atoi(Text[2].c_str());
                Console_Input(StrFormat("team2 %d %d",pid,team).c_str());
                Console_Input(StrFormat("cmsg 255,255,255 %s teamed %s to %ls",Get_Player_Name(obj),
Get_Player_Name(Get_GameObj(pid)), Get_Wide_Team_Name(team)).c_str());
            }
            else
            {
                Console_Input(StrFormat("ppage %d Syntax: !team2 <player id> <team number> [usage:
Teams the player to the team specified.]",ID).c_str());
                Console_Input(StrFormat("ppage %d Error: Invalid parameters sent",ID).c_str());
            }
        }
        else
        {
            Console_Input(StrFormat("sndp %d 00-n008e.wav",ID).c_str());
        }
    }
};
ChatCommandRegistrant<team2ChatCommand>
team2ChatCommand_Registrant("!team2",CHATTYPE_ALL, 0, GAMEMODE_ALL);
```

Subject: Re: !team2 for just admins?

Posted by [Whitedragon](#) on Tue, 15 May 2012 07:52:25 GMT

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You might be able to piggy back on your bot's moderation system. Does the bot send a host message when a moderator identifies? If so you could try catching this message with the host hook and adding the player to a vector. Then check if that player is in the vector when they try to use the command.

If that's not possible you'll pretty much need to create an entire moderation system which would be a lot of work for one command.

Subject: Re: !team2 for just admins?

Posted by [iRANian](#) on Tue, 15 May 2012 08:00:29 GMT

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Identify mods/admins by serial hash.

Subject: Re: !team2 for just admins?

Posted by [danpaul88](#) on Tue, 15 May 2012 16:39:41 GMT

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Why not just use the existing bot to send the team2 command and restrict it via the bots own permissions system? BRenBot can already do everything you're trying to do out of the box... fairly sure all the other mainstream bots can too.

Subject: Re: !team2 for just admins?

Posted by [Distrbd21](#) on Tue, 15 May 2012 19:04:37 GMT

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NVM thanks for y'all helping me.

BUT I got the person that made the sciprts to begin with to help me through it.

Darknes2 FTW ;p
