Subject: k wtf commands half way work now??
Posted by Distrbd21 on Sat, 09 Jun 2012 19:53:23 GMT

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So I put all my commands into the new source and put the updated scripts.dll in my server loaded it up to test, and it works half way.

When you do !bind it give's you the message like it should, but it doesn't show that you typed !bind???

Am I missing something here?

```cpp
bool SSGMGameManager::ChatHook(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
  if (VehicleOwnership)
  {
   GameObject *obj = Get_GameObj(PlayerID);
   if (wcsistr(Message,L"!bind") == Message)
   {
    Bind_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!lock") == Message)
   {
    Lock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!bl") == Message)
   {
    Bind_Vehicle(obj);
    Lock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!unbind") == Message)
   {
    Unbind_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!unlock") == Message)
   {
    Unlock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!vkick") == Message)
   {
    Kick_Vehicle_Driver(obj);
    return false;
```

```
  }
  if (wcsistr(Message,L"!c4") == Message)
  {
   GameObject *Player = Get_GameObj(PlayerID);
   Print_C4(Player);
   return false;
  }
  if (wcsistr(Message,L"!irc") == Message)
  {
   Console_Input("msg The DSGaming IRC is located @ irc.dsgaming.us");
   return false;
  }
  if (wcsistr(Message,L"!ts") == Message)
  {
   Console_Input("msg The DSGaming TeamSpeak is located @ dsts.us:3369");
   return false;
  }
  if (wcsistr(Message,L"!website") == Message)
  {
   Console_Input("msg The DSGaming IRC is located @ dsgaming.us");
   return false;
  }
```

Subject: Re: k wtf commands half way work now??
Posted by Xpert on Sat, 09 Jun 2012 19:59:57 GMT

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1. Learn to read and understand the code
2. The commands are not showned in public chat due to the way the ChatHook function works. If return false; then it will not show in chat. If return true; then it will show in public chat.

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sat, 09 Jun 2012 20:07:09 GMT

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Xpert wrote on Sat, 09 June 2012 14:591. Learn to read and understand the code
2. The commands are not showned in public chat due to the way the ChatHook function works. If return false; then it will not show in chat. If return true; then it will show in public chat.

Then they must of changed it...

It was working like that in beta 4.

and I have been learning to read the code ;p

You saying that is pretty much saying zunnie needs to learn to read it to and darknes2 as well, they both helped me to get all of it to work in beta expect the sounds and info.

Subject: Re: k wtf commands half way work now??
Posted by iRANian on Sat, 09 Jun 2012 20:08:34 GMT
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The chat hoook has been blockable since the first public release of scripts 4.0, the ssgm 2.0.2 chat hook isn't blockable.

Subject: Re: k wtf commands half way work now??
Posted by Xpert on Sat, 09 Jun 2012 20:37:04 GMT
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Like I said, learn the code instead of going OMGWTFBBQS. The contents that are in SSGM 2.0.2 are not the same as the SSGM in 4.0

A lot of code differences, especially in the way certain hooks work.

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sat, 09 Jun 2012 20:49:58 GMT
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Xpert wrote on Sat, 09 June 2012 15:37Like I said, learn the code instead of going OMGWTFBBQS. The contents that are in SSGM 2.0.2 are not the same as the SSGM in 4.0

A lot of code differences, especially in the way certain hooks work.

I under stand that, what I was getting at was in beta 4 ssgm with it saying return false it still showed the text.

Then I put it in beta 5 ssgm and then it wouldn't work...

All you had to say was the return false was wrong to set them to return true and I wouldn't of said anything else, but thank you for your help.

Now no where in my first post was I talking about ssgm 2.0.2...

And btw xpert thank you it now works again.

Subject: Re: k wtf commands half way work now??
Posted by Ethenal on Sat, 09 Jun 2012 23:59:54 GMT

Idk, I think you hadn't implemented the code yet when you thought you had, because they definitely didn't just flip the chat hook setup around for beta 5. Returning false in beta 4 and earlier definitely did the same thing it does now.

Subject: Re: k wtf commands half way work now??
Posted by Mauler on Sun, 10 Jun 2012 00:02:26 GMT

I don't know about the rest of you guys but I really think all these code questions could be contained into one thread. Instead of creating multiple threads asking how you do this or that every time you run into a problem. Just saying.

Subject: Re: k wtf commands half way work now??
Posted by Omar007 on Sun, 10 Jun 2012 00:25:17 GMT

If each question is about something else/unrelated to the previous but by the same user, that is debateable.
TBH I prefer it if people split it up if it's unrelated. If I was a mod I might even do so if it is posted in a previous topic xD
Makes it not only easier for others to search for later but also makes sure the topic is about 1 thing instead of multiple

PS. Might be a programmers pov though. As one, I want users to seperate every bug in a seperate report. Same for questions etc.

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sun, 10 Jun 2012 07:00:41 GMT

@Ethenal

The code in beta 4 source is set to return false and it does show the chat when you type in !ram, when I put it in beta 5 and rebuilt the hole solution and tested it, it did not show !ram, when I did what xpret said it started to work again, and IDK WHY you are posting After I thanked xpret for helping me, because it is not needed...

My codes are working now that it is return true.

You can look at the code I released in the release forum and see that it was set to return false and I wasn't having a problem with it, or else I wouldn't have released them to help other people out.

@Mauler

No it is not better to place it into 1 thread unless it is about the same thing, If I where to make 1 topic and keep adding my problems people would get confused and just start, raging at me.

I've tried that before so I do know.

And besides the point, your message was off topic.

@Omar007

It is not a programers pov, it's one person that want's it his way...

And if you look in the TT forum they keep everything separate.

Subject: Re: k wtf commands half way work now??
Posted by Ethenal on Sun, 10 Jun 2012 08:09:54 GMT
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I consulted the mute plugin from the first tt beta source and found that I am indeed correct, the mute plugins chat hook returns false if the sender of the message is muted.

Now kindly stop acting like you know what you're talking about.

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sun, 10 Jun 2012 09:21:12 GMT
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Well guess what this is the way my beta 4 script is set.
```
if (wcsistr(Message,L"!irc") == Message) {
 Console_Input("msg The DSGaming IRC is located @ irc.dsgaming.us");
 return false;
}
if (wcsistr(Message,L"!ts") == Message) {
 Console_Input("msg The DSGaming TeamSpeak is located @ dsts.us:3369");
 return false;
}
if (wcsistr(Message,L"!website") == Message) {
 Console_Input("msg The DSGaming IRC is located @ dsgaming.us");
 return false;
}
```

And this is the way it is set in beta 5.

```
  if (wcsistr(Message,L"!irc") == Message)
```

```
    {
    Console_Input("msg The DSGaming IRC is located @ irc.dsgaming.us");
    return true;
    }
    if (wcsistr(Message,L"!ts") == Message)
    {
    Console_Input("msg The DSGaming TeamSpeak is located @ dsts.us:3369");
    return true;
    }
    if (wcsistr(Message,L"!website") == Message)
    {
    Console_Input("msg The DSGaming IRC is located @ dsgaming.us");
    return true;
    }
```

Now in the beta 4 code it shows the chat.
In beta 5 it shows when it's true.

And further more, I'm not trying to say or act like I know what I'm talking about, and I'm guessing your just trying to be a fucking troll and a jackass.

All I said is that is weird that IT WORKED IN BETA 4 WITH RETURN FALSE...................

EDIT: Now kindly shove it up your ass!

Subject: Re: k wtf commands half way work now??
Posted by Ethenal on Sun, 10 Jun 2012 09:29:03 GMT
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Beta 1 Code:
```
 virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
 {
  if(MutedPlayers[PlayerID] == false)
  {
   return true;
  }
  else
  {
   return false;
  }
 }
```
Beta 5 Code:
```
 virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
 {
  if(MutedPlayers[PlayerID] == false)
  {
```

```
   return true;
  }
  else
  {
   return false;
  }
 }
```

Comparison of the mute chat hook from TT's beta 1 and beta 5. I even included the links to the source code zip for you.

Oh, strange... they seem to be identical.

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sun, 10 Jun 2012 09:49:17 GMT
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You know what I'm gonna end this here with this last post.

1 I don't care what the beta 1 says.
2 I don't care what you have to say anymore
3 I was just trying to say it was weird that it worked with return false in the BETA 4 SOURCE, and I had to change it in beta 5, witch was no big deal.

now you can go troll someone else.

and next time maybe READ THE FUCKING POSTS BEFORE YOU POST.

Subject: Re: k wtf commands half way work now??
Posted by BillieJoe67 on Sun, 10 Jun 2012 11:45:30 GMT
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Ethenal wrote on Sun, 10 June 2012 02:29Beta 4 Code:
```
 virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
 {
  if(MutedPlayers[PlayerID] == false)
  {
   return true;
  }
  else
  {
   return false;
  }
 }
```
Beta 5 Code:

```
 virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
 {
  if(MutedPlayers[PlayerID] == false)
  {
   return true;
  }
  else
  {
   return false;
  }
 }
```

Comparison of the mute chat hook from TT's beta 4 and beta 5. I even included the links to the source code zip for you.

Oh, strange... they seem to be identical.

The way it works hasn't changed between beta 4 and 5.... return true to show the chat, return false to block it

Also, if it's no big deal, why did you need to post it?

Subject: Re: k wtf commands half way work now??
Posted by iRANian on Sun, 10 Jun 2012 21:21:08 GMT
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Could you stop being a douchebag to people trying to help you?

Subject: Re: k wtf commands half way work now??
Posted by Distrbd21 on Sun, 10 Jun 2012 21:56:18 GMT
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iRANian wrote on Sun, 10 June 2012 16:21Could you stop being a douchebag to people trying to help you?

YOU KNOW WHAT SOMEONE ALREADY DID HELP ME......................

THERE IS NO NEED FOR OTHER POSTS ANYMORE..........

Subject: Re: k wtf commands half way work now??
Posted by Gen_Blacky on Sun, 10 Jun 2012 22:05:08 GMT
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DistrbdSt0rm21 wrote on Sun, 10 June 2012 14:56iRANian wrote on Sun, 10 June 2012

16:21Could you stop being a douchebag to people trying to help you?

YOU KNOW WHAT SOMEONE ALREADY DID HELP ME......................

THERE IS NO NEED FOR OTHER POSTS ANYMORE..........

Yes their is you where wrong face the Truth!

Subject: Re: k wtf commands half way work now??
Posted by Sean on Sun, 10 Jun 2012 22:14:54 GMT
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DistrbdSt0rm21 wrote on Sun, 10 June 2012 14:56iRANian wrote on Sun, 10 June 2012 16:21Could you stop being a douchebag to people trying to help you?

YOU KNOW WHAT SOMEONE ALREADY DID HELP ME......................

THERE IS NO NEED FOR OTHER POSTS ANYMORE..........

I fail to see why anyone would help you, are all Americans this eccentric?

Your server is not even active..

Instead of writing in capitals like a retard, you should be saying thank you, they don't need to help you but they are. So show some fucking gratitude and stop expecting it, like its your god given right.