Subject: Re: can anyone just help me finish my code?
Posted by dead6re on Tue, 26 Jun 2007 18:18:45 GMT
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```
else if (stristr(Msg2, "!Teleport <players name>") == 0 &&
strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
```

Are you expecting to to compile a version of the scripts.dll for each person in the game?

I believe the best way to have one command for this is to tokenize the string seperating the char* into two parts.

For yourself, it may be easier to convert Msg2 into a std::string for the time being and using subrstr(Start, Length).

It has been a while since I have looked into the scripts/bhs.dll but you could perform something like the following?

```
std::string ChatMsg(Msg2);
else if (ChatMsg.substr(0, 9) == "!Teleport") {
const char* TargetName = Get_Player_Name_By_ID(atoi(ChatMsg.substr(10).c_str));
```

PS: This is an idea, not complete code and may require editing.