
Subject: Re: SSGm Script Question
Posted by [jnz](#) on Sat, 07 Jul 2007 19:56:20 GMT
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meh, i'll write some shit code for you.

make sure

```
#include <fstream>
```

is at the top of the cpp file

```
bool Is_Mod(const char *Name)
{
    fstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

class exampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        Commands->(do something)
    }
    else
    {
        //this player isn't a mod
    }
};
```

then, in mods.txt

```
<nick1>
<nick2>
<nick3>
```
