
Subject: Re: SSGM Chat Hook

Posted by [Genesis2001](#) on Sat, 21 Jul 2007 18:40:09 GMT

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```
bool IsNum(const char *sPtr) {
while (*sPtr != '\0') {
if (*sPtr < 48 || *sPtr > 57) return false;
++sPtr;
}
return true; // else, return a true value :)
}
```

```
class DonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
// Text[1] - Nick ~~ Text[2] - Amt
int Amt = (int)atoi(Text[2].c_str());
char Nick[20] = Commands->Get_ID(Text[1]);
GameObject *Donater = Get_GameObj(ID); //Get the gameobj of the player who's donating.
GameObject *Receiver = Get_GameObj_By_Player_Name(Text[1].c_str()); //Get the gameobj of
the player being being donated to.
if (!IsNum(Text[2].c_str()) || Text[2].size() > 6) { //If it contains letters or is too big.
return;
}
// Check to see if the players are on the same team, if so, proceed to donate.
if (Commands->Get_Player_Type(*Donater) == Commands->Get_Player_Type(*Reciever)) { //
Players are on the same teams
// Now, check to see if they player has enough money to donate :)
if (Commands->Get_Money(*Donater) > Amt) {
Commands->Give_Money(*Donater,Commands->Get_Money(GameObject *Donater)-Amt),
true);
Commands->Give_Money(*Reciever,Commands->Get_Money(GameObject *Reciever)+Amt),
true);
Console_Input(StrFormat("ppage %d You have donated %d credits to
%d.",ID,Text[2],Text[1].c_str()));
Console_Input(StrFormat("ppage %d %d has donated you %d
credits.",Nick,ID,Text[2].c_str()));
}
else {
Console_Input(StrFormat("ppage %d You do not have enough credits to donate to the specified
player.",ID).c_str());
}
}
else {
Console_Input(StrFormat("ppage %d You need to be on the same team to donate to this
person.",ID).c_str());
}
}
}
```

```
ChatCommandRegistrant<DonateChatCommand>  
DonateChatCommandReg("!donate;!d",CHATTYPE_TEAM,2,GAMEMODE_ALL);
```

Would the !donate/!d command be like that?

Thanks, in advance, for the help!

-MathK1LL
