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Subject: Re: !tdonate

Posted by [reborn](#) on Thu, 10 Jul 2008 09:10:00 GMT

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Creed3020 wrote on Wed, 09 July 2008 22:10 This is one fo the first releases I have seen in a while that I would actually like to implement but I haven't a clue how ti implement that code.

Could someone kindly point me in the correct direction to get started, after that I will give it a go. Thanks!

You'll need visualstudio.net2005, there is a thread on setting it up here:

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3> 415

You will also need the source code to SSGM 2.02, which you can get here:

<http://black-cell.net/downloads/index.php?act=view&id=30>

You'll need to open the .sln file in the source code folder of SSGM (once it's un-zipped), this will open up all the .cpp and .h files in one go, you'll be able to see them all in the left hand side solution explorer window.

Open up gmmain.cpp by navigating to it in the solution explorer window like this:

And then double click it. That will then open it up in your main window then...

Scroll down in this window until you see this come up:

```
//*****  
//***** CHAT COMMANDS *****  
//*****
```

That's where you then copy and paste in the chat command for tdonate.

Unfortunately the chat command relies on the team player count function, which I found was bugged out. So you'll now need to open the file in your solution explorer called engine\_player.cpp, this file is in the folder in your solution explorer called scripts source files. Scroll down until you see this "int Get\_Team\_Player\_Count(int Team)", and then replace it with the one I posted above. You need to save both these files now, you can do this with "control S" when you're in the main page for each .cpp file, but it's probably better for you to go to "file" in the top left hand corner, and then hitting "Save All".

Now you need to compile this solution, just go up to "Build" on the tool bar and then "build solution", or you could hit your f7 button (there's like a million ways to do everything in visualstudio).

This might take a little while depending on your computer speed, and it always takes a while the first time anyway. Assuming you've done it right and there are no errors, it will produce a scripts.dll file in your source code folder. This is then the file you should use to replace the existing one on your server.

Any problems then post back

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