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Subject: [Code] SSGM2.02 Custom Commands  
Posted by [YazooGang](#) on Sun, 19 Apr 2009 01:44:27 GMT  
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Custom commands .  
Made by me and ferkhat!

Preset.

Info: Builds a preset. Works only with the Objects presets.

Usage: !preset <preset name> . Preset names can be found in Level Editor.

```
class presetChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        const char * Name = Get_Player_Name(obj);

        Vector3 position;
        position = Commands->Get_Position(obj);
        position.Z += 0;
        position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
        position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
        {
            GameObject *pobj = Commands->Create_Object(Text[1].c_str(), position);
            Commands->Set_Facing(pobj, Commands->Get_Facing(obj)-180);
        }
    }
};

ChatCommandRegistrant<presetChatCommand>
presetChatCommandReg("!preset",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Stealth Suit.

Info: Stealths you and/or your vehicle Client needs up-to-date scripts.

Usage: !ss

```
class ssChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        GameObject *X = Get_Vehicle(obj);
        const char * Name = Get_Player_Name(obj);
        Console_Input(StrFormat("msg %s got a Steath Suit.",Name).c_str());
        Commands->Enable_Stealth(obj,true);
        Commands->Enable_Stealth(X,true);
    }
};

ChatCommandRegistrant<ssChatCommand>
ssChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Fly Mode.

Info: Makes you fly!

Usage: !fly

```
class flyChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    const char * Name = Get_Player_Name(obj);
    Console_Input(StrFormat("msg %s is flying/walking.",Name).c_str());
Toggle_Fly_Mode(obj);

}
};
ChatCommandRegistrant<flyChatCommand>
flyChatCommandReg("!fly",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Refill.

Info: Refills your health, armor, and ammo.

Usage: !refill

```
class cirinChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

Commands->Give_Powerup(obj,"CnC_POW_Ammo_ClipMax",false);
Commands->Give_Powerup(obj,"CnC_POW_Health_Max",false);
Commands->Give_Powerup(obj,"CnC_POW_Armor_Max",false);
}

};
ChatCommandRegistrant<cirinChatCommand>
cirinChatCommandReg("!refill",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Change teams.

Info: Changes your team.

Usage: !team

```
class teamChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

if (Get_Team(ID)==1) {
    Console_Input(StrFormat("team2 %d 0",ID).c_str());
}
else if (Get_Team(ID)==0){
    Console_Input(StrFormat("team2 %d 1",ID).c_str());
}

}

}
```

```
};  
ChatCommandRegistrant<teamChatCommand>  
teamChatCommandReg("!team",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Cinematic Player.

Info: Plays a cinematic .txt files from your FDS Data folder.

Usage: !cin <file.txt>

```
class cinematicChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    GameObject *obj = Get_GameObj(ID);  
    Vector3 position;  
    position.Z += 0;  
  
    position = Commands->Get_Position(obj);  
    GameObject *X = Commands->Create_Object("Invisible_Object", position);  
    Commands->Disable_Physical_Collisions(X);  
    Commands->Attach_Script(X,"Test_Cinematic",Text[1].c_str());  
  
}
```

```
};  
ChatCommandRegistrant<cinematicChatCommand>  
cinematicChatCommandReg("!cin",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Enjoy!

Please tell me if there are errors...

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