
Subject: !team2 for just admins?

Posted by [Distrbd21](#) on Tue, 15 May 2012 07:24:14 GMT

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ok so I have it set up so only admins can use this command if there name is the same as in the code.

BUT the problem I have with that is, say a non admin joins with our name when we aren't on the server and use's the command.

What I'm asking is there away to define it more then that?

like maybe what a bot does, when it has you auth your self or login?

```
class team2ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text, int ChatType) {
        std::string name = Get_Player_Name(Get_GameObj(ID));
        GameObject *obj = Get_GameObj(ID);
        if (name == "Distrbd21" || name == "Chevy" || name == "Darth3369")
        {
            if (Text[1] == "?") {
                Console_Input(StrFormat("ppage %d Syntax: !team2 <player id> <team number> [usage:
Teams the player to the team specified.]",ID).c_str());
            }
            else if (!Text[1].empty()) {
                int pid = atoi(Text[1].c_str());
                int team = atoi(Text[2].c_str());
                Console_Input(StrFormat("team2 %d %d",pid,team).c_str());
                Console_Input(StrFormat("cmsg 255,255,255 %s teamed %s to %ls",Get_Player_Name(obj),
Get_Player_Name(Get_GameObj(pid)), Get_Wide_Team_Name(team)).c_str());
            }
            else
            {
                Console_Input(StrFormat("ppage %d Syntax: !team2 <player id> <team number> [usage:
Teams the player to the team specified.]",ID).c_str());
                Console_Input(StrFormat("ppage %d Error: Invalid parameters sent",ID).c_str());
            }
        }
        else
        {
            Console_Input(StrFormat("sndp %d 00-n008e.wav",ID).c_str());
        }
    }
};
ChatCommandRegistrant<team2ChatCommand>
team2ChatCommand_Registrant("!team2",CHATTYPE_ALL, 0, GAMEMODE_ALL);
```
