Subject: Plugins for SSGM
Posted by Tunaman on Tue, 26 Jun 2007 07:06:59 GMT
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Are there any tutorials for plugins for SSGM? I'm trying to create a chat hook but I don't really know how.. I looked at how the object hook was created in the tutorial but it seems to be a bit different. =[I don't really get how a hook works.. I'm just trying to figure it out by looking at the source code.
Could anyone help me out by either explaining how to add more hooks or even show some code or something to make a chat hook and then use it?

Subject: Re: Plugins for SSGM
Posted by Hex on Tue, 26 Jun 2007 07:16:12 GMT
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in plugin.cpp

chat command

```
class TestChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Console_Input(StrFormat("ppage %d loltest parameters: %s",ID,Text(1).c_str()).c_str());
 }
};
ChatCommandRegistrant<TestChatCommand>
TestChatCommandReg("!test",CHATTYPE_ALL,1,GAMEMODE_ALL);
```

Subject: Re: Plugins for SSGM
Posted by Whitedragon on Tue, 26 Jun 2007 07:25:23 GMT
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The chat hook is "SSGM_Chat_Hook" in plugin.cpp. You can also implement a chat command through the ChatCommandClass class as Hex suggested, that is the preferred way.

Subject: Re: Plugins for SSGM
Posted by Tunaman on Tue, 26 Jun 2007 07:28:08 GMT
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Thanks a ton!
Sorry I'm pretty new to scripting..

Subject: Re: Plugins for SSGM
Posted by Whitedragon on Tue, 26 Jun 2007 07:33:46 GMT
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Here's some more info in ChatCommandClass. Somehow this didn't get into the released version.

```
class TestChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  /* Text is a tokenized version of the command parameters.
     Text[1] would get the first word after the command.
     Text(1) would get everything after the command.
     Text(2,4) would get words 2 through 4.
   */
  Console_Input(StrFormat("ppage %d loltest parameters: %s",ID,Text(1).c_str()).c_str());
 }
};
ChatCommandRegistrant<TestChatCommand> TestChatCommandReg(
"!test",/* Name of the command. Seperate multiple names with ;. */
CHATTYPE_ALL, /* What type of chat the command can be triggered in. CHATTYPE_ALL,
CHATTYPE_TEAM, and CHATTYPE_PUBLIC */
1, /* How many parameters the command needs. !Donate, for example, would need two. One
would be the name of the player and the other would be the amount .*/
GAMEMODE_ALL /* The game mode that this command can be used in. */
);
```

Subject: Re: Plugins for SSGM
Posted by Genesis2001 on Fri, 29 Jun 2007 05:47:05 GMT
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/me looks upon WD as a god

The things people do with C++ amazes me...I wish I could do this kind of stuff =/

-MathK1LL

Subject: Re: Plugins for SSGM
Posted by Genesis2001 on Fri, 29 Jun 2007 22:48:04 GMT
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edit Nvm, Found out where it went.

But...

"!test",/* Name of the command. Seperate multiple names with ;. */

Do I list all the commands I want to add to my server via scripts/plugins in that line?

-MathK1LL