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Subject: Another SSGM Question

Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 07:56:12 GMT

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i hope this makes since i had the problem of mutiple people using commands Gamemodding aka RoShamBo help me out with this code

```
bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}
```

```
class exampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        Commands->(do something)
    }
    else
    {
        //this player isn't a mod
    }
};
```

now my problem is i have about 25 new commands and my question is out of those 25 commands most of them will have to use a diffrenet txt file then he said above now heres the question

do i have to have that same code like above for every single code i make?  
or do i type that code one time then put my command sunder it?

likere heres example this is what i have now

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

class GDISoldierChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mg");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPER_ALL,0,GAMEMODE_ALL);

//*****

class GDIShotGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

ChatCommandRegistrant<GDIShotGunnerChatCommand>
GDIShotGunnerCommandReg("!GDIShotGunner",CHATTYPER_ALL,0,GAMEMODE_ALL);

```

```

//*****

class GDIGernaderCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIGernaderChatCommand>
GDIGernaderCommandReg("!GDIGernader",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

class GDIEngieChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_en");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIEngieChatCommand>
GDIEngieCommandReg("!GDIEngie",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

class GDICHainGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mgo");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};

```

```

    }

};
ChatCommandRegistrant<GDICChainGunnerChatCommand>
GDICChainGunnerCommandReg("!GDICChainGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

or do i have to put it like this with the code above each command

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDISoldierChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mg");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
}
}

```

```

};
ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

```

//*****

```

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);

```

```

string tmp;
while(file >> tmp)
{
    if(strcmp(Name, tmp.c_str()) == 0)
    {
        return 1;
    }
}
return 0;
}

```

```

class GDIShotGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDIShotGunnerChatCommand>
GDIShotGunnerCommandReg("!GDIShotGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

```

//\*

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDIGernaderCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))

```

```

    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_rk");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }

};
ChatCommandRegistrant<GDIGernaderChatCommand>
GDIGernaderCommandReg("!GDIGernader",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

class GDIEngieChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_en");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }

};
ChatCommandRegistrant<GDIEngieChatCommand>
GDIEngieCommandReg("!GDIEngie",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

```

```

bool Is_Mod(const char *Name)
{
    ifstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
        if(strcmp(Name, tmp.c_str()) == 0)
        {
            return 1;
        }
    }
    return 0;
}

```

```

class GDICChainGunnerChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        Commands->Set_Model(obj,"c_ag_gdi_mgo");
    }
    else
    {
        //You Do Not Have Permission To Do This Command
    }
};
ChatCommandRegistrant<GDICChainGunnerChatCommand>
GDICChainGunnerCommandReg("!GDICChainGunner",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****

```

---

**Subject: Re: Another SSGM Question**  
 Posted by [Hex](#) on Mon, 09 Jul 2007 08:14:11 GMT  
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---

you would be better off using something like

```

if (stricmp(Msg,"!GDISoldier") == 0) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))

```

```
Commands->yourcode
} else {
// can't use this command
}
}
else if (strcmp(Msg,"!GDIShotGunner") == 0) {
if(Is_Mod(Get_Player_Name_By_ID(ID))
Commands->yourcode
} else {
// can't use this command
}
}
```

---

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Subject: Re: Another SSGM Question  
Posted by [Whitedragon](#) on Mon, 09 Jul 2007 08:30:25 GMT  
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You only need it once. And in the registrants the 0 should be a 1 since the commands require at least 1 parameter, the player's nick that it's being used on.

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Subject: Re: Another SSGM Question  
Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 08:42:22 GMT  
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- 1)ty now how aobut if i have to add another set of commands using a diffrenet txt file?
- 2)or is hex code better for ssgm?
- 3) Quote: And in the registrants the 0 should be a 1 since the commands require at least 1 parameter, the player's nick that it's being used on.

that part i dont get

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Subject: Re: Another SSGM Question  
Posted by [Whitedragon](#) on Mon, 09 Jul 2007 08:58:32 GMT  
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You could make Is\_Mod work for any text file:

```
bool Is_Mod(const char *File, const char *Name) {
    ifstream file(File, ios::in);
    string tmp;
```



```
while(file >> tmp) {
    if(strcmp(Name, tmp.c_str()) == 0) {
        return true;
    }
}
return false;
}
```

```
if (Is_Mod(file,nick)) {
```

joe937465 wrote on Mon, 09 July 2007 03:56

```
ChatCommandRegistrant<GDISoldierChatCommand>
GDIEngieCommandReg("!GDISoldier",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

That should be a 1.

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Subject: Re: Another SSGM Question  
Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 09:02:25 GMT  
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well idk if thats it u see there soem set of command only adminds can do  
im thinkg admins.txt and soem commands the rest can do m,ods.txt

how can i make it do i add more of thse commands?

or use the code above and place a 2 instead of 1 for some codes and etc ect

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Subject: Re: Another SSGM Question  
Posted by [Whitedragon](#) on Mon, 09 Jul 2007 09:11:06 GMT  
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I just showed you how to have multiple files, admins.txt, mods.txt, etc., and use the same Is\_Mod for all of them.

Quote:  
You could make Is\_Mod work for any text file:

```
bool Is_Mod(const char *File, const char *Name) {
```

```
fstream file(File, ios::in);
string tmp;
while(file >> tmp) {
    if(strcmp(Name, tmp.c_str()) == 0) {
        return true;
    }
}
return false;
}
```

So

```
if (Is_Mod("admins.txt",Get_Player_Name_By_ID(ID))) {
```

The 0/1 has nothing to do with that.

---

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Subject: Re: Another SSGM Question

Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 09:13:10 GMT

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OO so add that code and in the command add that line to get ti to work? if so thats perfect.....

and what does the 0/1 do anyways why did i have to change ti? lol

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Subject: Re: Another SSGM Question

Posted by [dead6re](#) on Mon, 09 Jul 2007 10:57:17 GMT

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Whitedragon wrote on Mon, 09 July 2007 04:30And in the registrants the 0 should be a 1 since the commands require at least 1 parameter, the player's nick that it's being used on.

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Subject: Re: Another SSGM Question

Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 11:03:51 GMT

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nice this stuff is starting to make since,,,,,,,,,

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Subject: Re: Another SSGM Question  
Posted by [Hex](#) on Mon, 09 Jul 2007 12:40:14 GMT  
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Since you have said you are using brenbot, you will need to read the levels

Quote:  
[ADMINS]  
admin1  
admin2  
admin3

[FULL\_MODS]  
mod1  
mod2

[HALF\_MODS]  
hmod1  
hmod2