

---

Subject: SSGM Chat Hook

Posted by [Genesis2001](#) on Fri, 20 Jul 2007 00:09:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can someone help me with this? I'm trying to figure out how to add commands and I think figured it out, but don't know the syntax for adding commands.

```
void Chat(int ID, TextMessageEnum Type, const wchar_t *Msg2) {
    if (!Data->Plugins.empty()) {
        std::vector<PluginInfo*>::const_iterator it;
        for (it = Data->Plugins.begin(); it != Data->Plugins.end(); ++it) {
            if ((*it)->Type == Plugin) {
                if ((*it)->ChatHookHandle) {
                    (*it)->ChatHookHandle(ID, Type, Msg2);
                }
            }
        }
    }
}
```

```
if (Type == 2) {
    return;
}
if (Settings->Gamelog && Settings->NewGamelog) {
    Gamelog_Chat_Hook(ID, Type, Msg2);
}
```

```
std::string Msg = WideCharToString(Msg2);
if (Msg[0] == '!') && !Data->Commands.empty() {
    TokenClass Text(Msg);
    std::string Command = Text[1];
    Text.erase(1);
    Data->Trigger_Chat_Command(ID, Type, Command, Text);
}
}
```

I'm pretty sure that this is where I'd add the commands, but don't know the syntax. :/

```
if (Type == 2) {
    return;
}
```

-MathK1LL

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Sn1per74\\*](#) on Fri, 20 Jul 2007 00:41:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Try using LUA it's a lot less complicated.

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Fri, 20 Jul 2007 01:11:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Uh...I've been using LUA, I'm trying something different now. :/

-MathK1LL

---

Subject: Re: SSGM Chat Hook  
Posted by [Whitedragon](#) on Fri, 20 Jul 2007 04:02:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SSGM's chat commands are at the bottom of gmmain.cpp. There's also an example of a chat command in the plugin example source. Take a look at those.

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 04:47:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I seem to finally understand how to create plugins for SSGM. I just don't know the SSGM functions that manipulate players and stuff. :/

-MathK1LL

EDIT: Can someone post a list of all the "Commands->\_\_\_\_" functions? :/

EDIT2: How is "ChatType" returned? 0 - all; 1 - team; 2 - page?

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 05:48:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Stupid edit button disappeared >.>

Nevermind on the "Commands->\_\_\_\_" part xD.

Where can I find a list of the -exact- parameters of the Commands-> function?

Also, I need help with the donate command...Logic is working, but I don't know the correct syntax for some of the Commands->\_\_\_\_

ie: What do I put for the "GameObject \*" parameter when giving money to another player that doesn't trigger the command.

```
class DonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
// Usage: !donate <nick> <amt>
// Text[1] - Nick
// Text[2] - Amt
int Amt = Text[2];
char Nick[20] = Commands->Get_ID(Text[1]);
Commands->Give_Money(ID,Commands->Get_Money(ID)-Amt), true);
Commands->Give_Money(ID,Commands->Get_Money(ID)+Amt), true);
Console_Input(StrFormat("ppage %d You have donated %d credits to
%d.",ID,Text[2],Text[1]).c_str());
Console_Input(StrFormat("ppage %d %d has donated you %d credits.",Nick,ID,Text[2]).c_str());
}
}
ChatCommandRegistrant<DonateChatCommand>
DonateChatCommandReg("!don8;!donat;!doante;!donate;!d",CHATTYPE_TEAM,2,GAMEMODE_
ALL);
```

---

---

Subject: Re: SSGM Chat Hook

Posted by [Whitedragon](#) on Sat, 21 Jul 2007 06:28:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Amount/Game objects

```
int Amount = (int)atoi(Text[2].c_str()); //Turn the amount into an int.
GameObject *Donater = Get_GameObj(ID); //Get the gameobj of the player who's donating.
GameObject *Receiver = Get_GameObj_By_Player_Name(Text[1].c_str()); //Get the gameobj of
the player being being donated to.
```

You also need to check if the amount is a valid number.

```
bool IsNum(const char *sPtr) {
while (*sPtr != '\0') {
if (*sPtr < 48 || *sPtr > 57) return false;
++sPtr;
}
return true;
}
```

```
if (!IsNum(Text[2].c_str()) || Text[2].size() > 6) { //If it contains letters or is too big.
return;
}
```

And of course you need to check if the players are on the same team and if the donater has enough credits.

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 06:58:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How would I return the player's team? Also, How do I refer to:

```
GameObject *Donater = Get_GameObj(ID); //Get the gameobj of the player who's donating.
GameObject *Receiver = Get_GameObj_By_Player_Name(Text[1].c_str()); //Get the gameobj of
the player being being donated to.
```

when I use them in"

```
Commands->Give_Money(GameObject *Donater,Commands->Get_Money(GameObject
*Donater)-Amt), true);
Commands->Give_Money(GameObject *Reciever,Commands->Get_Money(GameObject
*Reciever)+Amt), true);
```

and:

```
Commands->Get_Money(GameObject *Donater)
```

Do I refer to them as they are shown in my 'examples'?

-MathK1LL

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Whitedragon](#) on Sat, 21 Jul 2007 07:20:29 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Just "Donater" and "Receiver."

---

---

Subject: Re: SSGM Chat Hook  
Posted by [reborn](#) on Sat, 21 Jul 2007 07:56:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GameObject \*Donater;

"Gameobject" is the data type, and "\*Donater" is the variable.

some other statements for example:

double some\_variable name;

int another\_variable\_name;

etc etc...

This should make more sense to you now, as you are most likely used to seeing int, float, double etc etc, but not really gameobject.

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 17:06:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MathK1LL wrote on Sat, 21 July 2007 00:58How would I return the player's team?

---

---

Subject: Re: SSGM Chat Hook  
Posted by [jnz](#) on Sat, 21 Jul 2007 17:20:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reborn wrote on Sat, 21 July 2007 08:56GameObject \*Donater;

---

"Gameobject" is the data type, and "\*Donater" is the variable.  
[/code]

"GameObject \*" is the data type

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 17:29:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GameObject \* - Data type?  
Donater - variable?

-MathK1LL

---

---

Subject: Re: SSGM Chat Hook  
Posted by [reborn](#) on Sat, 21 Jul 2007 18:10:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MathK1LL wrote on Sat, 21 July 2007 13:29:GameObject \* - Data type?  
Donater - variable?

-MathK1LL

In c++ you must declare a variable before using it.

The variable name is whatever you decide to use. So you could say "gameobject  
\*Some\_really\_long\_unhelpful\_name\_that\_doesnt\_really\_help;"  
(actually i think theres a limit to the length of a variable name, but i cant remember what it is)  
A variable is something you can think of as a bucket, and this bucket holds information, or rather,  
data. But it can only hold the type of data you told it to hold when you declared it.  
The type data that you can store in it is defined by the data type.  
Data types are for example: int, float, char, double, short, signed char etc etc, however you will  
see in renegade allot, the data type "gameobject \*".

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 18:25:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

MathK1LL wrote on Sat, 21 July 2007 11:06MathK1LL wrote on Sat, 21 July 2007 00:58How would I return the player's team?

:/ Still not answered...

-MathK1LL

---

---

Subject: Re: SSGM Chat Hook  
Posted by [reborn](#) on Sat, 21 Jul 2007 18:33:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Commands->Get\_Player\_Type(obj/sender/ID/whatever you are using)

---

---

Subject: Re: SSGM Chat Hook  
Posted by [Genesis2001](#) on Sat, 21 Jul 2007 18:40:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```
bool IsNum(const char *sPtr) {
    while (*sPtr != '\0') {
        if (*sPtr < 48 || *sPtr > 57) return false;
        ++sPtr;
    }
    return true; // else, return a true value :)
}
```

```
class DonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    // Text[1] - Nick ~~ Text[2] - Amt
    int Amt = (int)atoi(Text[2].c_str());
    char Nick[20] = Commands->Get_ID(Text[1]);
    GameObject *Donater = Get_GameObj(ID); //Get the gameobj of the player who's donating.
    GameObject *Receiver = Get_GameObj_By_Player_Name(Text[1].c_str()); //Get the gameobj of
the player being being donated to.
    if (!IsNum(Text[2].c_str()) || Text[2].size() > 6) { //If it contains letters or is too big.
        return;
    }
    // Check to see if the players are on the same team, if so, proceed to donate.
```



There is more wrong too, but I have to go visit my mum now.

---