
Subject: SSGM Help

Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 03:21:02 GMT

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

I have a few questions about chat hooks. First off, how do you make the command effect a player besides yourself. For example,
!kill (player)

2. Can you rotate objects using C++?

3. I have this code...

Quote:else if (strncmp(Msg3,"!wall",5) == 0) { // change 12 to how many letters command + ! is
change !yourcommand to what you want

```
if (obj){ // LEAVE THIS VERY IMPORTANT
Vector3 Pos = Commands->Get_Position(obj);
Pos.X += 3;
Commands->Create_Object("GDI_Humm-vee_Player",Pos);
Commands->Set_Model("GDI_Humm-vee_Player",obj);
char message[256];
sprintf(message,"ppage %d Wall... Created",ID);
Console_Input(message);
}
}
```

I'm trying to set the model of the Humm-vee to the large_blocker. But this code isn't working. What am I doing wrong?

Subject: Re: SSGM Help

Posted by [Genesis2001](#) on Sun, 29 Jul 2007 03:28:09 GMT

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

For killing a player, use:

```
Commands->Apply_Damage(<game_obj>,99999.0f,"BlamoKiller",<game_obj>);
```

<game_obj> = the player that you want to be killed.

I'm not 100% sure on the last parameter, but the other parameters I'm sure on.

-MathK1LL

Subject: Re: SSGM Help

Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 03:29:51 GMT

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

So put <game_obj> if I want to do a command towards somebody?

Subject: Re: SSGM Help

Posted by [Genesis2001](#) on Sun, 29 Jul 2007 03:32:46 GMT

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

Ask reborn at MP-gaming or zunnie at MP-gaming. They know more C++ than me.

-MathK1LL

Subject: Re: SSGM Help

Posted by [Whitedragon](#) on Sun, 29 Jul 2007 04:01:37 GMT

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

Wall command

```
class WallChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID); //Gets the gameobj of the player using the command.
    if (obj) {
        Vector3 Pos = Commands->Get_Position(obj);
        Pos.X += 3.0f;
        GameObject *Wall = Commands->Create_Object("GDI_Humm-vee_Player",Pos);
        Commands->Set_Model(Wall,"whatever");
        Console_Input(StrFormat("ppage %d Wall... Created",ID).c_str());
    }
};
ChatCommandRegistrant<WallChatCommand>
WallChatCommandReg("!wall",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

The following will take the first word that comes after the command, treat it as a nick, and try to get the gameobj associated with it.

```
GameObject *obj = Get_GameObj_By_Player_Name(Text[1].c_str());
```

Subject: Re: SSGM Help

Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 04:05:17 GMT

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

Why, Thank you WhiteDragon. You are too kind.

Subject: Re: SSGM Help
Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 04:34:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

What about...

Quote: title=[Sn1per74*](#) wrote on Sat, 28 July 2007 22:21]
2. Can you rotate objects using C++?

Subject: Re: SSGM Help
Posted by [Whitedragon](#) on Sun, 29 Jul 2007 04:39:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Commands->Set_Facing/Commands->Get_Facing

Subject: Re: SSGM Help
Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 04:51:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whitedragon wrote on Sat, 28 July 2007 23:01Wall command
[code]

```
class WallChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID); //Gets the gameobj of the player using the command.
    if (obj) {
        Vector3 Pos = Commands->Get_Position(obj);
        Pos.X += 3.0f;
        GameObject *Wall = Commands->Create_Object("GDI_Humm-vee_Player",Pos);
        Commands->Set_Model(Wall,"whatever");
        Console_Input(StrFormat("ppage %d Wall... Created",ID).c_str());
    }
};
```

I dun quite get that. I don't see a ! commands or anything like that in there.
BTW: Thanks a whole lot WD- you da best!

Subject: Re: SSGM Help
Posted by [Whitedragon](#) on Sun, 29 Jul 2007 05:06:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

You missed part of it.

ChatCommandRegistrant<WallChatCommand>

WallChatCommandReg("!wall",CHATTYYPE_ALL,0,GAMEMODE_ALL);

Subject: Re: SSGM Help
Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 13:25:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks dude.

Subject: Re: SSGM Help
Posted by [Sn1per74*](#) on Mon, 30 Jul 2007 02:33:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

NVM
