
Subject: scripts.dll and custom commands on a server.
Posted by [qwertwert125](#) on Fri, 31 Aug 2007 23:46:08 GMT
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I have finally got my server to the point of running.

I have realized that alot of servers have custom commands implemented into thier server.

examples:

!build turret:withdraws credits from player's total and places a turret at player's location

!buy mammoth: withdraws credits from player's total and spawns a mammoth in front of player
ect...

I would like to know how to do this.

1: I would like to know the excat name of the file i need to open.

2:I would like to know how to find the information in the file (what the line would look like eg: in
xxxx.ini: colfgod: yes; as no one would really know what it is, it would help to have an explanation.)

3: I realize this may require a C++ compiler. I have one of these and have a pretty good grasp on
it. I would like to know the section of code that would make "!build turret" work so I may use it as a
reference in future scripting.

Thanks

PS: if I am going in the wrong direction in getting commands to work, please DO NOT post any
replys such as:

"you dont use c++ for it"

"youll need yaddayadda to do it"

"your wrong about suchandsuch"

...unless you describe how to fix such problem.

please be specific. remember

BAD DIRECTIONS: open the jar of peanutbutter

GOOD DIRECTIONS: open the jar of peanutbutter by unscrewing the lid.

Subject: Re: scripts.dll and custom commands on a server.
Posted by [Whitedragon](#) on Sat, 01 Sep 2007 01:11:51 GMT
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The easiest way to make custom commands would be with the LUA SSGM plugin. It allows
commands to be scripted in a simple scripting language called LUA.

You can download it here.

SSGM can be downloaded here if you don't already have it.

If you need help with the LUA plugin then post on their support forums.

Subject: Re: scripts.dll and custom commands on a server.
Posted by [qwertwert125](#) on Sat, 01 Sep 2007 19:27:37 GMT
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Now THATS a usefull reply. Thank you.

You'd be surprized at how many forums would reply the same as you, but make it impossible to understand.

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Re: scripts.dll and custom commands on a server. Fri, 31 August 2007 20:11
Whitedragon

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If you need help with the LUA plugin then post on their support forums.

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This reply was VERY usefull.

Subject: Re: scripts.dll and custom commands on a server.
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 23:27:24 GMT
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There is a way to code the source files of ssgm or ssaow to do the same, but it is much harder, using lua is easier because it's VB style coding which is easy to understand, PLUS roshambo who made the lua plugin, included a turret and tower plugin, you can edit the cash, messages, blah blah, customize it, or you can even make your own commands.
