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Subject: Add Scripts

Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 04 Dec 2007 17:54:41 GMT

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Hey guys how can i make scripts for Scripts.dll? i want to add some commands like !Help to get a message. What files do i need to create? Only a .cpp file? and how can i add a command to scripts.dll? im Using Visual C++ 2005 Express Edition.

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Subject: Re: Add Scripts

Posted by [cnc95fan](#) on Tue, 04 Dec 2007 17:58:43 GMT

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I don't think thats scripts,although i might be wrong, it think its server sided..

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Subject: Re: Add Scripts

Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 04 Dec 2007 18:03:29 GMT

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It should be a simple !Help Command

If: !Help

Get Message: !Rules, !Host, !Servername, !Version etc.

But dont know how to make a command and add it to scripts.dll (Ps. i dont need help with the command how to do it, only how to ADD it)

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Subject: Re: Add Scripts

Posted by [cnc95fan](#) on Tue, 04 Dec 2007 18:15:51 GMT

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Well, if you have the code.. just add it to a cpp file in scripts soruce, and compile... make sure you declare it by using void

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Subject: Re: Add Scripts

Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 04 Dec 2007 18:18:59 GMT

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You understand me im going to try it Thx

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Subject: Re: Add Scripts

Posted by [reborn](#) on Tue, 04 Dec 2007 18:52:41 GMT

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Add this to gmmain.cpp and compile it, then when you type "!help" in team chat it will page you the string in the quote marks.  
This is based on ssgm.

```
class helpChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Console_Input(StrFormat("page %d available commands to use in this server are !rules !host
!servername !version",ID).c_str());

    }
};
ChatCommandRegistrant<helpChatCommand>
helpChatCommandReg("!help",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

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Subject: Re: Add Scripts  
Posted by [mr£Ä\\$Ä-z](#) on Tue, 04 Dec 2007 20:44:47 GMT  
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Hey Reborn i saw all youre ModVideos,and they helped ALOT. Can you make a Video Tutorial how u Write it and how u add it to Scripts.dll?

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Subject: Re: Add Scripts  
Posted by [Genesis2001](#) on Tue, 04 Dec 2007 21:16:17 GMT  
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MadRockz wrote on Tue, 04 December 2007 13:44Can you make a Video Tutorial how u Write it and how u add it to Scripts.dll?

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=106>

EDIT:

cnc95fan wrote on Tue, 04 December 2007 10:58I don't think thats scripts,although i might be wrong, it think its server sided..

"!help" can be either server-side or bot-side. >\_> This goes for any commands. Just look at Kamiux's server.

~MathK1LL

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Subject: Re: Add Scripts

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 20:10:59 GMT

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but cnc95fan said that i only need .cpp file and on the tut it shows with header file

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Subject: Re: Add Scripts

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 20:13:00 GMT

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i created a .cpp file and copied to my script source folder, thn i loaded the scripts.sln and launched "build script" or something... then i took scripts.dll in my fds folder and nothing habens

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Subject: Re: Add Scripts

Posted by [cnc95fan](#) on Wed, 05 Dec 2007 20:15:35 GMT

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lol,i don't think when you compile it it goes to your FDS folder, also, make a .h file aswell in scrips.vcproj

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Subject: Re: Add Scripts

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 20:28:42 GMT

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omfg i need a tutorial

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Subject: Re: Add Scripts

Posted by [BlueThen](#) on Wed, 05 Dec 2007 20:48:36 GMT

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Why make a new bot? there's already a lot out there, including NR, BR, and some other ones which are about to be released.

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Subject: Re: Add Scripts

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 05 Dec 2007 20:58:36 GMT

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i dont want to create a bot i want to make commands wich cant be done in lua...

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Subject: Re: Add Scripts

Posted by [mrÃ£Ã§Ã·z](#) on Thu, 06 Dec 2007 21:49:00 GMT

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If i try to compile the scripts its only saying Fatal Error's T\_T (59 fucking errors)

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Subject: Re: Add Scripts

Posted by [Genesis2001](#) on Thu, 06 Dec 2007 21:51:07 GMT

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You're probably referring to when it's linking to the libraries SSGM/Scripts.dll uses, no?

There's a post somewhere on these forums that explains how to set it up, but I'm too lazy to find the post. :\

~MathK1LL

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Subject: Re: Add Scripts

Posted by [raven](#) on Thu, 06 Dec 2007 21:54:26 GMT

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The post MathK1LL is referring to is

[http://www.renegadeforums.com/index.php?t=msg&goto=296486&rid=3415&rch=express#msg\\_296486](http://www.renegadeforums.com/index.php?t=msg&goto=296486&rid=3415&rch=express#msg_296486)

Try doing what it says in that post.. and then try compiling. You shouldn't get any errors if your code is correct.

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Subject: Re: Add Scripts

Posted by [Genesis2001](#) on Thu, 06 Dec 2007 21:55:40 GMT

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RFraven wrote on Thu, 06 December 2007 14:54The post MathK1LL is referring to is

[http://www.renegadeforums.com/index.php?t=msg&goto=296486&rid=3415&rch=express#msg\\_296486](http://www.renegadeforums.com/index.php?t=msg&goto=296486&rid=3415&rch=express#msg_296486)

Yea, thanks xD

~MathK1LL

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Subject: Re: Add Scripts

Posted by [mr£Ä\\$Ä-z](#) on Thu, 06 Dec 2007 22:26:56 GMT

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do i need the ssgm source in my fds folder? and edit it in c++ then?

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Subject: Re: Add Scripts

Posted by [raven](#) on Thu, 06 Dec 2007 22:36:52 GMT

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The SSGM source doesnt need to be in the FDS folder..

When you download SSGM, there is a .zip file in it called SSGM Source.zip.. extract that and open SSGM.sln. MS VC++ will open up and you will able to edit the source. Make your edits and build the source. You will then notice scripts.dll inside the directory that SSGM.sln was in. Copy this to your FDS directory overwriting the old version.

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Subject: Re: Add Scripts

Posted by [Genesis2001](#) on Fri, 07 Dec 2007 01:32:13 GMT

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RFraven wrote on Thu, 06 December 2007 15:36The SSGM source doesnt need to be in the FDS folder..

When you download SSGM, there is a .zip file in it called SSGM Source.zip.. extract that and open SSGM.sln. MS VC++ will open up and you will able to edit the source. Make your edits and build the source. You will then notice scripts.dll inside the directory that SSGM.sln was in. Copy this to your FDS directory overwriting the old version.

I highly recommend you change the extension from ".dll" to ".bak" or similar. This way you can easily revert back incase you need to.

Also, to help you develop for Scripts.dll/SSGM, you'll want to attach the debugger of Visual Studio to server.dat (the process when the server is running). This'll detect any crashes from the server and pinpoint the location of the crash to the line number the crash occured..

~MathK1LL

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