
Subject: !DisableBeacon <playername>

Posted by [reborn](#) on Fri, 13 Jun 2008 13:20:08 GMT

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In cnc_reborn there are some annoying places people can plant beacons. For the MP-Gaming server we have made those places "illegal" to plant, but some people either do not know about that rule, or try to do it anyway. Most people don't do it now, but some still do. For this reason I made a chat command for moderators in-game to use.

I decided to post it here because I know beacon spamming in renegade could sometimes be a problem, and sometimes people planted in tunnels which some server owners do not allow. Also, it may shed some light to people who are struggling to get the GameObject * of another player who they are trying to get by typing their name into the chat hook (this was annoying me for an hour or two also, I thought it used 0 based indexing representing each word in the string, but I should have read the comments in the plug-in I guess).

Like "!kill ren00b" or something...

So here it is:

```
class DisarmBeaconChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))){
        int plantercount = 0;
        if (!Text[1].empty()) {

std::string player = Text[1].c_str();

GameObject *obj = Get_GameObj_By_Player_Name(player.c_str());

if(!obj){
    Console_Input(StrFormat("page %d You typed an invalid player name (%s), try again (case sensitive)",ID,player.c_str()).c_str());
}
else{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x){
        GameObject *o = (GameObject *)x->NodeData;
        if (o && As_ScriptableGameObj(o)){
            if (Is_Beacon(o)) {
                GameObject *planter = Get_Beacon_Planter(o);
                if(planter == obj){
                    plantercount +=1;
                }
                Disarm_Beacons(Get_Player_ID(obj));
                Console_Input(StrFormat("page %d You just disarmed %s's beacon",ID,player.c_str()).c_str());
                Console_Input(StrFormat("page %d Your beacon was just disarmed by a moderator
```

```

(%s)",Get_Player_ID(obj),Get_Player_Name_By_ID(ID)).c_str());
}
}
}
x = x->NodeNext;
}
if(plantercount == 0){
Console_Input(StrFormat("ppage %d You tried to disarm %s's beacon, but he hasn't planted
one.",ID,player.c_str()).c_str());
}
}
}
plantercount = 0;
}
else {
Console_Input(StrFormat("ppage %d You're not a mod, GTFO.",ID).c_str());
}
}
};
ChatCommandRegistrant<DisarmBeaconChatCommand>
DisarmBeaconChatCommandReg("!DisarmBeacon",CHATTYPE_ALL,1,GAMEMODE_ALL);

```

the is_mod function has been posted before by Roshambo I think, but here it is if you do not have it:

```

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;
}

```

Where any name in mods.txt placed in your server's root folder will be counted as a mod.

Subject: Re: !DisableBeacon <playername>
Posted by [mrÅ£ÅŞÄ·z](#) on Fri, 13 Jun 2008 14:10:52 GMT

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Thanks very much Reborn, now i know how Tokens work in C++

!Rec Reborn another nice Job

EDIT about these Bad Places why not creating a ANTI beacon zone?

Subject: Re: !DisableBeacon <playername>
Posted by [_SSnipe_](#) on Fri, 13 Jun 2008 14:18:06 GMT
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nice.....

Subject: Re: !DisableBeacon <playername>
Posted by [reborn](#) on Fri, 13 Jun 2008 15:24:23 GMT
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work in C++

!Rec Reborn another nice Job

EDIT about these Bad Places why not creating a ANTI beacon zone?

I can write the function for the zone pretty easily (when someone enters it I mean), but creating the zones for each map on load is a bit of a nuisance problem. I heard using the API to makes zones is bugged anyway. Not that I've tried. I might give it a go at some point.

Subject: Re: !DisableBeacon <playername>
Posted by [_SSnipe_](#) on Fri, 13 Jun 2008 22:54:01 GMT
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i like anti beacon zone...may take up some time but worth it...i mean wat if no mods are ingame and someone puts a beacon where not allowed then waht

Subject: Re: !DisableBeacon <playername>

Posted by [Veyrdite](#) on Sun, 15 Jun 2008 04:08:42 GMT

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Could it be possible to make a script zone where ever the play should not be able to plant a nuke, and then just make it execute the console command disarmb *playerID/name*?

Subject: Re: !DisableBeacon <playername>

Posted by [reborn](#) on Sun, 15 Jun 2008 09:51:51 GMT

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Yes, that it possible, you can create zones on map load using the API, but I've never done it. Someone told me that is possibly bugged though, I heard that the zone works once then not again :-/

That might just be crap though. I've never tried.

Subject: Re: !DisableBeacon <playername>

Posted by [_SSnipe_](#) on Sun, 15 Jun 2008 17:26:37 GMT

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im sure you guys can fix it
