
Subject: .ini

Posted by [robbyke](#) on Wed, 11 May 2011 14:21:30 GMT

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goal:

in my server ive made mes for ppl

i would like to be able to add mes with a .ini so i dont have to update my dll for it

how can i read out .ini and is it possible within a function?

ive tried to understand how ssgm did it.

Subject: Re: .ini

Posted by [danpaul88](#) on Wed, 11 May 2011 15:30:23 GMT

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What is a mes?

As for reading a dll file... pretty simple to code your own ini class or, if your building an SSGM plugin, use the ini reading class it already contains (don't know the name off the top of my head as I am at work right now... search for header files with ini in the name perhaps?)

Alternatively use the Windows functions;

<http://msdn.microsoft.com/en-us/library/ms724353%28v=vs.85%29.aspx>

Subject: Re: .ini

Posted by [robbyke](#) on Wed, 11 May 2011 16:33:04 GMT

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a "me" a person you want to have with the weapons you prefer

edit:

This is what ive done now, this get accepted only how do i load it?

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```
void mes::Load(GameObject *obj){
    std::string me;
    const char*name = Get_Player_Name(obj);
    LoadSString(me,name,"NULL",true,true,false);
    char preset[500];
    char skin[500];
    char shield[500];
```

```

char powerups[500];
char scripts[500];
char scriptparam[500];
float price = 0;
float hp =0;
float ap =0;
for (int z = 1; ; ++z) {

if (z==1||z==3||z==4)
{
switch(z)
{
case 1:
price =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
case 3:
hp =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
case 4:
ap =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
}
}
else
{
switch(z)
{
case 2:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",preset,500);
case 5:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",skin,500);
case 6:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",shield,500);
case 7:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",powerups,500);
case 8:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scripts,500);
case 9:
INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scriptparam,500);
}
}
}
if (price==0)
{
int pID = Get_Player_ID(obj);
Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
}
else
{
KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
}
}

```

```
};
```

this is the compile error

```
.\KB_Commands.cpp(60) : error C2352: 'mes::Load' : illegal call of non-static member function  
gmmain.h(155) : see declaration of 'mes::Load'
```

Subject: Re: .ini
Posted by [snazy2000](#) on Wed, 11 May 2011 20:20:46 GMT
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You would need

```
Struct mes {  
    static Load(GameObject *obj);  
};
```

In the gmmain.h

Subject: Re: .ini
Posted by [robbyke](#) on Wed, 11 May 2011 20:50:36 GMT
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how can i make it so its not static because now it gives this

```
.\KB_Functions.cpp(716) : error C2352: 'SettingsLoader::LoadSString' : illegal call of non-static  
member function  
c:\documents and settings\robby\bureaublad\source\gmsettingsclass.h(23) : see declaration  
of 'SettingsLoader::LoadSString'
```

plus eleven more compiler errors caused by this one

Subject: Re: .ini
Posted by [snazy2000](#) on Wed, 11 May 2011 20:53:05 GMT
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sorry you need

```
Static void Load(GameObject *obj)
```

Subject: Re: .ini
Posted by [robbyke](#) on Wed, 11 May 2011 20:54:43 GMT
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i have that now i get those new errors

robbyke wrote on Wed, 11 May 2011 22:50how can i make it so its not static because now it gives this

```
.\KB_Functions.cpp(716) : error C2352: 'SettingsLoader::LoadSString' : illegal call of non-static member function  
c:\documents and settings\robby\bureaublad\source\gmsettingsclass.h(23) : see declaration of 'SettingsLoader::LoadSString'
```

plus eleven more compiler errors caused by this one

Subject: Re: .ini
Posted by [snazy2000](#) on Wed, 11 May 2011 21:43:16 GMT
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```
void mes::Load(GameObject *obj){  
    std::string me;  
    const char*name = Get_Player_Name(obj);  
    SettingsLoader::Load();  
    mes = new mes("*****.ini");  
    LoadSString(me,name,"NULL",true,true,false);  
  
    char preset[500];  
    char skin[500];  
    char shield[500];  
    char powerups[500];  
    char scripts[500];  
    char scriptparam[500];  
    float price = 0;  
    float hp =0;  
    float ap =0;  
    for (int z = 1; ; ++z) {  
  
        if (z==1||z==3||z==4)  
        {  
            switch(z)  
            {  
            case 1:  
                price = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);  
            case 3:
```

```

    hp = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
case 4:
    ap = INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
}
}
else
{
switch(z)
{
case 2:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",preset,500);
case 5:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",skin,500);
case 6:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",shield,500);
case 7:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",powerups,500);
case 8:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scripts,500);
case 9:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scriptparam,500);
}
}
}
if (price==0)
{
int pID = Get_Player_ID(obj);
Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
}
else
{
//KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
}
};

```

```

struct mes: public virtual SettingsLoader{
mes(const char *ININame) : SettingsLoader(ININame){}
void Load(GameObject *obj);
};

```

Compiles fine for me.

Subject: Re: .ini

Posted by [robbyke](#) on Thu, 12 May 2011 05:37:48 GMT

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```
class KB_Purchase_Char_Me : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    mes::Load(obj);
}
};
ChatCommandRegistrant<KB_Purchase_Char_Me>
KB_Purchase_Char_Me_Reg("!me",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

i need it as some sort of a function it has to be read as someone requests its me

Subject: Re: .ini

Posted by [snazy2000](#) on Thu, 12 May 2011 07:28:27 GMT

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Use the code above i edited it again should work how you want it to just make sure you enter the ini file name in at the top of the code

Im guessing the ini file should be

```
[NickName]
1=price
2=preset
3=hp
4=ap
5=skin
6=shield
7=powerups
8=screips
9=scriptparam
```

??

Subject: Re: .ini

Posted by [robbyke](#) on Thu, 12 May 2011 15:51:24 GMT

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yea the ini is indeed like that

```
.\KB_Functions.cpp(717) : error C2513: 'mes' : no variable declared before '='
```

```
KB_Commands.cpp
```

```
.\KB_Commands.cpp(60) : error C2352: 'mes::Load' : illegal call of non-static member function  
c:\documents and settings\robby\bureau\blad\source\gmmain.h(154) : see declaration of  
'mes::Load'
```

still have these erros

however if i dont call

```
mes::load(obj)
```

i can compile so i have to call it some other way, don't I?

Subject: Re: .ini

Posted by [snazy2000](#) on Thu, 12 May 2011 18:20:08 GMT

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put this under the struct in .h

```
extern mes *KB_ME;
```

then put this in .cpp file

```
mes *KB_ME = 0;
```

Then do

```
KB_ME::Load(obj)
```

Hope this helps

Subject: Re: .ini

Posted by [robbyke](#) on Thu, 12 May 2011 18:31:13 GMT

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ok ive done this

```
gmmain.cpp:
```

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```
/* Renegade Scripts.dll
SSGM main functions and classes
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
```

This file is part of the Renegade scripts.dll

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
```

```
#include "scripts.h"
#include "engine.h"
#include "gmmain.h"
```

```
//Yep, a file just for this.
```

```
SettingsStruct *Settings = 0;
```

```
DataStruct *Data = 0;
```

```
mes *KB_ME = 0;
```

```
void mes::Load(GameObject *obj){
std::string me;
const char*name = Get_Player_Name(obj);
SettingsLoader::Load();
new mes("mes.ini");
LoadSString(me,name,"NULL",true,true,false);
char preset[500];
char skin[500];
char shield[500];
char powerups[500];
char scripts[500];
char scriptparam[500];
float price = 0;
float hp =0;
float ap =0;
for (int z = 1; ; ++z) {

if (z==1||z==3||z==4)
{
switch(z)
{
case 1:
price =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
```



```

case 3:
    hp =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
case 4:
    ap =INI->Get_Float(me.c_str(),StrFormat("%02d",z).c_str(),0);
}
}
else
{
switch(z)
{
case 2:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",preset,500);
case 5:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",skin,500);
case 6:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",shield,500);
case 7:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",powerups,500);
case 8:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scripts,500);
case 9:
    INI->Get_String(me.c_str(),StrFormat("%02d",z).c_str(),"",scriptparam,500);
}
}
}
if (price==0)
{
int pID = Get_Player_ID(obj);
Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
}
else
{
KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
}
};

```

under gmmain.he

```

struct mes: public virtual SettingsLoader{
mes(const char *ININame) : SettingsLoader(ININame){}
std::string me;
void Load(GameObject *obj);

```

```
extern mes *KB_ME;
```

```
};
```

however i dont even have the slightest clue why

Subject: Re: .ini

Posted by [snazy2000](#) on Thu, 12 May 2011 18:52:29 GMT

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```
struct mes: public virtual SettingsLoader{
    mes(const char *ININame) : SettingsLoader(ININame){}
    std::string me;
    void Load(GameObject *obj);
};
```

```
extern mes *KB_ME;
```

If you get an error double click the error and it will go to the line that the error is at copy the error and the line of code which has the error and i will try and help you out

Subject: Re: .ini

Posted by [robbyke](#) on Thu, 12 May 2011 19:00:37 GMT

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```
.\KB_Commands.cpp(60) : error C2825: 'KB_ME': must be a class or namespace when followed by '::'
```

```
.\KB_Commands.cpp(60) : error C2039: 'Load' : is not a member of `global namespace'
```

```
.\KB_Commands.cpp(60) : error C2146: syntax error : missing ';' before identifier 'Load'
```

```
.\KB_Commands.cpp(60) : error C3861: 'Load': identifier not found
```

```
KB_ME::Load(obj);
```

Subject: Re: .ini

Posted by [snazy2000](#) on Thu, 12 May 2011 20:54:41 GMT

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Suger sorry my mistake

it should be

```
KB_ME->Load(obj);
```

Hope this works

Subject: Re: .ini

Posted by [robbyke](#) on Sat, 14 May 2011 12:24:58 GMT

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ive got it to compile however server crashes when call upon it so i guess im back to the start

Subject: Re: .ini

Posted by [saberhawk](#) on Sat, 14 May 2011 12:58:14 GMT

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Why not just use INIClass directly, instead of SettingsLoader? It's inside engine_io.h and it's pretty simple to use. If you'd like to load lists of objects, let me know and I'll upload a modified engine_io with two extra INIClass functions that make it alot easier to do so.

```
/*
; lolhax.ini
[Section]
IntegerValue=42
FloatValue=13.37
BooleanValue=yes
StringValue=Can you hear me now?
*/

int integer_value = 42;
float float_value = 13.37f;
bool boolean_value = true;
char string_value[128] = "Can you hear me now?";

INIClass* ini = Get_INI("lolhax.ini");
if (ini)
{
integer_value = ini->Get_Int("Section", "IntegerValue", 42);
float_value = ini->Get_Float("Section", "FloatValue", 13.37f);
boolean_value = ini->Get_Bool("Section", "BooleanValue", true);
ini->Get_String("Section", "StringValue", "Can you hear me now?", string_value,
sizeof(string_value));
Release_INI(ini);
}
```

Subject: Re: .ini
Posted by [robbyke](#) on Sat, 14 May 2011 13:31:18 GMT
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that narrowed my crash error down to reading the ini, thnx ^^

edit:

the server crashes when it opens the .ini :s

ive been checkin its really weird but it cant open the .ini without crashing

Subject: Re: .ini
Posted by [snazy2000](#) on Sat, 14 May 2011 21:10:39 GMT
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Have you for the ini file in the renegade server dir. make sure its not in the data folder

Subject: Re: .ini
Posted by [saberhawk](#) on Sun, 15 May 2011 05:32:46 GMT
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snazy2000 wrote on Sat, 14 May 2011 17:10Have you for the ini file in the renegade server dir.
make sure its not in the data folder

If you use INIClass (like you should), make sure it's in the Data folder...

Subject: Re: .ini
Posted by [robbyke](#) on Sun, 15 May 2011 06:59:00 GMT
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if it cant open the ini it works but it doesnt when it tries to open the ini

i had placed the ini in both dirs

ive tried to send messages to pinpoint where exactly that the program crashes and as soon as it
needs to open the .ini it crashes

OMG OMG i fixed it =D

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```
void KB_Purchase_Me(GameObject *obj)
{
    const char*name = Get_Player_Name(obj);
    int pID = Get_Player_ID(obj);
    Console_Input(StrFormat("CMSGP %d 255,0,0 test0",pID).c_str());
    char preset[500];
    char skin[500];
    char shield[500];
    char powerups[500];
    char scripts[500];
    char scriptparam[500];
    float price = 0;
    float hp =0;
    float ap =0;
    INIClass* ini = Get_INI("mes.txt");
    if (ini)
    {
        Console_Input(StrFormat("CMSGP %d 255,0,0 test1",pID).c_str());
        price =ini->Get_Float(name,"01",0);
        ini->Get_String(name,"02","",preset,500);
        hp =ini->Get_Float(name,"03",0);
        ap =ini->Get_Float(name,"04",0);
        ini->Get_String(name,"05","",skin,500);
        ini->Get_String(name,"06","",shield,500);
        ini->Get_String(name,"07","",powerups,500);
        ini->Get_String(name,"08","",scripts,500);
        ini->Get_String(name,"09","",scriptparam,500);
    }

    if (price==0)
    {
        Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
    }
    else
    {
        KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
    }
}
```

if i implemented it as a normal function it stopped crashing =D final test was worth it thanks for all the help ^^
