Subject: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iRANian on Fri, 23 Sep 2011 23:44:12 GMT
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This plugin adds support for !teamdonate, !td and !tdonate (case insensitive). It's ported from the TeamDonate plugin that reborn made for ssgm 2.0.2. I've added the following changes:

1. Players running scripts 2.9.2 or higher get a green coloured message instead of an annoying PM.
2. The amount of credits that's shared per every member of the team can't be lower than 100.
3. You get a page telling you the amount of credit per team member that was donated to them.
4. The command that was typed in isn't displayed.
5. If you don't specify an amount of credits to donate, all of your credits are donated.

To install copy TeamDonate.dll to your FDS folder and add an entry for 'TeamDonate.dll' in the [Plugins] section of ssgm.ini.

```
File Attachments
1) TeamDonate SSGM 4.0 Plugin v2.zip, downloaded 348 times
```

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by zunnie on Sat, 24 Sep 2011 01:01:44 GMT
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Excellent, thanks man

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by zunnie on Sat, 24 Sep 2011 05:33:37 GMT
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Sorry to disappoint you but i think it is bugged :/
I can no longer type messages in F2 or F3 lol.

I type a message and hit enter but nothing happens.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by sla.ro(master) on Sat, 24 Sep 2011 06:21:30 GMT
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lol, maybe he had forget to place 'return true' on chat hook.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin

Posted by iRANian on Sat, 24 Sep 2011 08:33:55 GMT
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Uploaded a fixed version, thanks for reporting.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by zunnie on Sat, 24 Sep 2011 11:44:02 GMT
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Thanks, i will download it tonight, im on laptop now
Ownage man  Good work.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by reborn on Sun, 25 Sep 2011 12:57:23 GMT
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Very cool!

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iRANian on Mon, 02 Jul 2012 13:36:11 GMT
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Updated the responses this plugin pages to player, I didn't like the original responses.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iRANian on Wed, 01 Aug 2012 22:00:49 GMT
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You can't team donate if it results in every player getting less than 100 credits but it still removes
your money if you try, I'll release a fix for that tomorrow.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by Xpert on Wed, 01 Aug 2012 22:11:31 GMT
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You should make it where you can't team donate if your credits is less than the amount of players
on your team.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin

---

Posted by iRANian on Wed, 01 Aug 2012 22:27:00 GMT
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neh if it's less than team player count x 100 is good enough

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by roszek on Wed, 01 Aug 2012 23:26:03 GMT
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You should make it so it works with the time limit.

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by Distrbd21 on Wed, 01 Aug 2012 23:27:22 GMT
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Quote:If you don't specify an amount of credits to donate, all of your credits are donated.

What if I didn't mean to type that? 0_o, All my credits would be gone, and I myself as a player
would be pissed if I didn't mean to type it, and it takes all my credits.!

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iScripters on Wed, 01 Aug 2012 23:39:43 GMT
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iRANian wrote on Wed, 01 August 2012 15:27neh if it's less than team player count x 100 is good
enough

I'd make that optional.. If you have no ref it helps to get 40-50 cred donates, have a couple of
them and you're making money.
Good work tho

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iRANian on Thu, 02 Aug 2012 07:08:40 GMT
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You're better off donating a few guys then

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by roszek on Sun, 05 Aug 2012 01:18:55 GMT
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I wanted to add a timer to your team donate (like the !donate) as it had none and I also wanted to change some other things.

It seems to work okay.

TeamDonate.h
Toggle Spoiler#pragma once

#include "gmplugin.h"

```cpp
void  __cdecl PPage(int ID, const char* rgb_colour, const char *Format, ...);

void Console(const char *Format, ...);
int Get_Team_Player_Count_Working(int Team);
```

TeamDonate.cpp
Toggle Spoiler#include "General.h"
```cpp
#include "TeamDonate.h"
#include "engine_tt.h"
#include "engine_io.h"
#include "gmgame.h"

#define GREEN "104,234,40"
int ct;

void PPage(int ID, const char* rgb_colour, const char *Format, ...)
{
 if(ID < 1 || ID > 128)
 {
  return;
 }

 if (!Get_GameObj(ID))
 {
  return;
 }

 char buffer[256];
 va_list va;
 _crt_va_start(va, Format);
 vsnprintf(buffer, 256, Format, va);
 va_end(va);

 float Version = Get_Client_Version(ID);

 if(Version < 2.9)
 {
```

```
    Console("ppage %d %s",ID, buffer);
            return;
 }
 else
 {
  Console("cmsgp %d %s %s", ID, rgb_colour, buffer);
 }
}

void Console(const char *Format, ...)
{
 char buffer[256];
 va_list va;
 _crt_va_start(va, Format);
 vsnprintf(buffer, 256, Format, va);
 va_end(va);
 Console_Input(buffer);
}

int Get_Team_Player_Count_Working(int Team)
{
 int Total = 0;
 for (SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL); PlayerIter =
PlayerIter->Next())
 {
  cPlayer *p = PlayerIter->Data();

  if (p->IsActive)
  {
   int ID = p->PlayerId;
   if (Get_Team(ID) == Team)
   {
    Total++;
   }
  }
 }
 return Total;
}

class TeamDonate : public Plugin
{
public:
 int WaitTime;
 TeamDonate()
 {
  RegisterEvent(EVENT_CHAT_HOOK,this);
  RegisterEvent(EVENT_GLOBAL_INI,this);
```

```cpp
}

~TeamDonate()
{
 UnregisterEvent(EVENT_CHAT_HOOK,this);
 UnregisterEvent(EVENT_GLOBAL_INI,this);
}

virtual void OnLoadGlobalINISettings(INIClass *SSGMIni)
{
 WaitTime = SSGMIni->Get_Int("TeamDonate", "WaitTime", 300);
}



virtual bool TeamDonate::OnChat(int PlayerID,TextMessageEnum Type,const wchar_t
*Message,int recieverID)
{
 if (Message[0] == L'!')
 {
  if ((wcsistr(Message,L"!teamdonate") == Message) || (wcsistr(Message,L"!tdonate") ==
Message)
   || (wcsistr(Message,L"!td") == Message))
  {
   char throwaway[64];
   float Credits = 0;

   int ret = swscanf(Message, L"%s %f", throwaway, &Credits);


   if (ret == 1)
   {
    Credits = Get_Money(PlayerID);
   }
   ct = The_Game()->Get_Game_Duration_S();
   if(ct>WaitTime)
   {


    if (Credits > 0)
    {
     float PlayerMoney = Get_Money(PlayerID);
     if(PlayerMoney >= Credits)
     {
      int Team = Get_Team(PlayerID);
      int Count = Get_Team_Player_Count_Working(Team);
      if(Count > 1)
      {
```

```cpp
      int DonateAmount = (int)Credits/(Count - 1);
      for (SLNode<cPlayer>* PlayerIter = Get_Player_List()->Head(); (PlayerIter != NULL);
PlayerIter = PlayerIter->Next())
       {
        cPlayer *p = PlayerIter->Data();

        if (p->IsActive)
        {
         int ID = p->PlayerId;
         if ((Get_Team(ID) == Team) && (ID != PlayerID))
         {
          Commands->Give_Money(Get_GameObj(ID),(float)DonateAmount,false);
           PPage(ID, GREEN, "You have just been team donated %i credits by player %s.",
DonateAmount, Get_Player_Name_By_ID(PlayerID));
         }
        }
       }
           Commands->Give_Money(Get_GameObj(PlayerID),(Credits * -1),false);
      PPage(PlayerID, GREEN, "You have donated %i credits to every member of your team.",
DonateAmount);
      }
     else
     {
      PPage(PlayerID, GREEN, "Sorry %s%, but you can't team-donate without a
team!",Get_Player_Name_By_ID(PlayerID));
      }
     }
     else
     {
      PPage(PlayerID,GREEN, "Sorry %s%, but you do not have %.0f credits%, please lower your
donation amount.",Get_Player_Name_By_ID(PlayerID), Credits);
      }
     }

    else
            {

     PPage(PlayerID,GREEN, "Sorry %s%, but you have entered an invalid amount%, please try
again.",Get_Player_Name_By_ID(PlayerID));
    }

   }
   else
   {
    PPage(PlayerID, GREEN, "Sorry %s%, but you need to wait another %i seconds before you
can donate to your team.",Get_Player_Name_By_ID(PlayerID), WaitTime - ct + 1);
   }
  return false;
```

```
  }

 }
 return true;


}
};




TeamDonate teamdonate;

extern "C" __declspec(dllexport) Plugin* Plugin_Init()
{
 return &teamdonate;
}




ssgm.ini stuff
[TeamDonate]


; WaitTime=
;
; Number of seconds before players can team donate.

WaitTime=180
```

I've never messed with the ssgm plugins before and wouldn't mind some tips.

```
File Attachments
```
1) TeamDonate.dll, downloaded 280 times

---

Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by iRANian on Sun, 05 Aug 2012 07:41:56 GMT
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You need to move

Commands->Give_Money(Get_GameObj(PlayerID),(Credits * -1),false);

To directly above or under this line:

PPage(PlayerID, GREEN, "You have donated %i credits to every member of your team.",

DonateAmount);

Else you still get the bug.

---

## Subject: Re: [SSGM 4.0 Plugin] TeamDonate Plugin
Posted by roszek on Sun, 05 Aug 2012 08:25:25 GMT
View Forum Message <> Reply to Message

iRANian wrote on Sun, 05 August 2012 00:41You need to move

Commands->Give_Money(Get_GameObj(PlayerID),(Credits * -1),false);

To directly above or under this line:

PPage(PlayerID, GREEN, "You have donated %i credits to every member of your team.", DonateAmount);

Else you still get the bug.

Done did it.

---