Subject: [SSGM Plugin] Command
Posted by roszek on Mon, 11 Aug 2014 08:04:14 GMT

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This plugin is for players to view available SSGM commands.
use !commands or !cmd

Add the command list into the ssgm.ini under [Commands]. You just add a number after the word Command for every command you want to list.

for example:
[Plugins]
00=BanSystem.dll
01=Mute.dll
02=Command.dll

[Commands]

Command1=!ping
Command2=!donate
Command3=!teamdonate
Command4=!swap
Command5=!cswap

```
File Attachments
1) Command.rar, downloaded 278 times
```

Subject: Re: [SSGM Plugin] Command
Posted by Neijwiert on Mon, 11 Aug 2014 09:39:28 GMT

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I'm not entirely sure but when you call "command_list.Add(command);" doesn't "StringClass command" go out of scope after "void Command::OnLoadGlobalINISettings(INIClass *SSGMIni)"? Becouse "bool Add(T const &object)" asks for a constant adress of object so it wont call the copy constructor?

Otherwise it's nice though.

Subject: Re: [SSGM Plugin] Command
Posted by roszek on Mon, 11 Aug 2014 19:56:42 GMT

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I really don't think I need a destructor but I could be wrong :/

Subject: Re: [SSGM Plugin] Command
Posted by Neijwiert on Mon, 11 Aug 2014 22:51:02 GMT
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No what i mean is that your data in your list could be overwritten by something else if im right.

Subject: Re: [SSGM Plugin] Command
Posted by Whitedragon on Tue, 12 Aug 2014 02:55:09 GMT
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It's fine since he's using DynamicVectorClass<StringClass>; the vector will create a new StringClass for each object. If it were DynamicVectorClass<StringClass*> you would be correct.

Subject: Re: [SSGM Plugin] Command
Posted by roszek on Fri, 15 Aug 2014 13:07:53 GMT
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updated: Made a change were you no longer need to add a command count in the ssgm.ini.

Subject: Re: [SSGM Plugin] Command
Posted by iRANian on Fri, 15 Aug 2014 13:12:47 GMT
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You need to add a small change to make sure the empty string "" doesn't get added to the commands list:

```
    SSGMIni->Get_String(command, "Commands",
StringClass::getFormattedString("Command%d", i+1), "");

  if (command == "") { continue;  }

  command_list.Add(command);
```

Subject: Re: [SSGM Plugin] Command
Posted by roszek on Fri, 15 Aug 2014 13:55:09 GMT
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I tested it with an empty string and it just prints nothing. :/

Edit: I added it cuz probably better off.

Thanks.

Subject: Re: [SSGM Plugin] Command
Posted by iRANian on Fri, 15 Aug 2014 15:13:29 GMT

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Yes, it makes no difference as the plugin prints the content of the commands StringClass vector and the plugin will add empty strings (""), but it's good programming practice to internalize so you don't get any issues when you're using the same method to read in a list in the future.