

---

Subject: Re: SSGM Chat Hook

Posted by [Genesis2001](#) on Sat, 21 Jul 2007 05:48:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Stupid edit button disappeared >.>

Nevermind on the "Commands->\_\_\_\_" part xD.

Where can I find a list of the -exact- parameters of the Commands-> function?

Also, I need help with the donate command...Logic is working, but I don't know the correct syntax for some of the Commands->\_\_\_\_

ie: What do I put for the "GameObject \*" parameter when giving money to another player that doesn't trigger the command.

```
class DonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    // Usage: !donate <nick> <amt>
    // Text[1] - Nick
    // Text[2] - Amt
    int Amt = Text[2];
    char Nick[20] = Commands->Get_ID(Text[1]);
    Commands->Give_Money(ID,Commands->Get_Money(ID)-Amt), true);
    Commands->Give_Money(ID,Commands->Get_Money(ID)+Amt), true);
    Console_Input(StrFormat("ppage %d You have donated %d credits to
%d.",ID,Text[2],Text[1]).c_str());
    Console_Input(StrFormat("ppage %d %d has donated you %d credits.",Nick,ID,Text[2]).c_str());
}
}
ChatCommandRegistrant<DonateChatCommand>
DonateChatCommandReg("!don8;!donat;!doante;!donate;!d",CHATTYPE_TEAM,2,GAMEMODE_
ALL);
```

---