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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 "gmpugin.h"
```

```
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"

```
#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);  
vsprintf(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);

}

~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)
{
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 297 times
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