Subject: Code Release - !ping command
Posted by ExEric3 on Wed, 23 Jan 2008 11:45:35 GMT
View Forum Message <> Reply to Message

Here is the code of !ping command for scripts.dll - Add this code at the end of the file
"gmmain.cpp":


```
class PingChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  Console_Input(StrFormat("message %s, your ping is
%d.",Get_Player_Name_By_ID(ID),Get_Ping(ID)).c_str());

 }
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```


Thanks to jindrak2 for help.

Subject: Re: Code Release - !ping command
Posted by Cat998 on Wed, 23 Jan 2008 15:58:11 GMT
View Forum Message <> Reply to Message

```
class PingChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  char msg[256];
  sprintf(msg, "message %s, your ping is %d.", Get_Player_Name_By_ID(ID), Get_Ping(ID));
  Console_Input(msg);

 }
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Code Release - !ping command
Posted by jnz on Wed, 23 Jan 2008 17:10:34 GMT
View Forum Message <> Reply to Message

Cat998 wrote on Wed, 23 January 2008 15:58class PingChatCommand : public
ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  char msg[256];
  sprintf(msg, "message %s, your ping is %d.", Get_Player_Name_By_ID(ID), Get_Ping(ID));

```
  Console_Input(msg);

 }
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

memory leak.

```
class PingChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  char msg[256];
  sprintf(msg, "message %S, your ping is %d.", Get_Wide_Player_Name_By_ID(ID),
Get_Ping(ID));
  Console_Input(msg);

 }
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: Code Release - !ping command
Posted by Genesis2001 on Wed, 23 Jan 2008 18:30:26 GMT
View Forum Message <> Reply to Message

Not bad Eric. Good work.

~Zack

Subject: Re: Code Release - !ping command
Posted by Cat998 on Wed, 23 Jan 2008 19:48:09 GMT
View Forum Message <> Reply to Message

RoShamBo wrote on Wed, 23 January 2008 18:10
memory leak.

Why are you quoting mine, I didn't code this, just corrected the stupid char <-> string converting.

Subject: Re: Code Release - !ping command

```

Posted by jnz on Wed, 23 Jan 2008 19:50:36 GMT
View Forum Message <> Reply to Message

Cat998 wrote on Wed, 23 January 2008 19:48RoShamBo wrote on Wed, 23 January 2008 18:10
memory leak.


Why are you quoting mine, I didn't code this, just corrected the stupid char <-> string converting.

They both had errors

---

Subject: Re: Code Release - !ping command
Posted by Cat998 on Thu, 24 Jan 2008 03:06:06 GMT
View Forum Message <> Reply to Message

oh really. it's his code, not mine.

---

Subject: Re: Code Release - !ping command
Posted by ExEric3 on Thu, 24 Jan 2008 06:14:23 GMT
View Forum Message <> Reply to Message

So guys which code is better? Im confused.

---

Subject: Re: Code Release - !ping command
Posted by Cat998 on Thu, 24 Jan 2008 09:43:45 GMT
View Forum Message <> Reply to Message

Take the last one.

---

Subject: Re: Code Release - !ping command
Posted by halo2pac on Sun, 10 Feb 2008 07:17:12 GMT
View Forum Message <> Reply to Message

dont mind me saying good job on the code its useful for learning.. nothing else.

 waste of time to implement it in something.

he made that for people who are yet to lasy to push f8 and type "fps".. but are complex enough to use a dll or use a !command to do something simpler.

I hop i dont offend ^^

---

**Subject: Re: Code Release - !ping command**
Posted by Genesis2001 on Sun, 10 Feb 2008 18:16:05 GMT
View Forum Message <> Reply to Message

If you're not going to say something useful, don't bother bumping a topic that's a couple weeks old and flaming the person.

Thanks,

~Zack

---

**Subject: Re: Code Release - !ping command**
Posted by Ethenal on Sun, 10 Feb 2008 19:08:25 GMT
View Forum Message <> Reply to Message

Good job being a dick, halo.

---

**Subject: Re: Code Release - !ping command**
Posted by Jerad2142 on Mon, 11 Feb 2008 15:03:26 GMT
View Forum Message <> Reply to Message

halo2pac wrote on Sun, 10 February 2008 00:17dont mind me saying good job on the code its useful for learning.. nothing else.

 waste of time to implement it in something.

he made that for people who are yet to lasy to push f8 and type "fps".. but are complex enough to use a dll or use a !command to do something simpler.

I hop i dont offend ^^
Its useful to the server owners that are going to kick people with a ping of 1000+.