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Subject: c++ simple commands

Posted by [HeavyX101- Left](#) on Sat, 14 Jun 2008 05:07:26 GMT

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Hey guys. It seems that i'm getting better with C++ so i wanted to make my server. Can anyone give me a simple code that lets you buy a char/veh/weapon.. Please

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Subject: Re: c++ simple commands

Posted by [\\_SSnipe\\_](#) on Sat, 14 Jun 2008 07:02:14 GMT

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all depends how you want those things delivered madrocks has a bad ass para drop weapon and tank command thta you can buy

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Subject: Re: c++ simple commands

Posted by [cnc95fan](#) on Sat, 14 Jun 2008 09:19:29 GMT

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Try and make it yourself. How do you expect to learn otherwise?

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Subject: Re: c++ simple commands

Posted by [HeavyX101- Left](#) on Sat, 14 Jun 2008 15:47:06 GMT

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This one is what i made to change your chars model, but it crashed the server.

```
class char_havoc_ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Set_Model(obj,"c_ag_havoc.w3d");
    Console_Input(StrFormat("cmsg 255,255,255 [C++: ^ %d = Model Changed ^ ] ",ID).c_str());
}
};
ChatCommandRegistrant<char_havoc_ChatCommand>
char_havoc_ChatCommandReg("!havoc",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

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Subject: Re: c++ simple commands

Posted by [cAmpa](#) on Sat, 14 Jun 2008 16:26:21 GMT

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Try without ".w3d"

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Subject: Re: c++ simple commands

Posted by [HeavyX101- Left](#) on Sat, 14 Jun 2008 17:03:11 GMT

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Thank you, it works now

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Subject: Re: c++ simple commands

Posted by [wittebolx](#) on Sun, 15 Jun 2008 23:28:41 GMT

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```
class roshamboChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
Vector3 position;
position = Commands->Get_Position(obj);
if(!Is_Building_Dead(Find_Soldier_Factory(0)))
{
    if(Credits >= 7000 && (Team == 0) ){
        Commands->Give_Money(obj,-7000,false);
char message[256];
sprintf(message,"msg [WGC]: %s just transformed into a Roshambo",
Get_Player_Name_By_ID(ID));
Console_Input(message);
Change_Character(obj,"Mutant_3Boss_Raveshaw");
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_RepairGun_Player",false);
Commands->Give_Powerup(obj,"POW_Chaingun_Player",false);
Commands->Give_Powerup(obj,"POW_RocketLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
Commands->Give_Powerup(obj,"POW_TiberiumAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
Commands->Give_Powerup(obj,"POW_TiberiumFlechetteGun_Player",false);
Commands->Give_Powerup(obj,"POW_PersonallonCannon_Player",false);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Nuclear_Missile_Beacon",false);
Commands->Set_Position(obj,position);
    }
}
```

```
else{
Console_Input(StrFormat("ppage %d This command works only for Nod, You need $7000, The
Hand of Nod needs to be Online!",Get_Player_ID(obj)).c_str());
}
}
}
};
ChatCommandRegistrant<roshamboChatCommand>
roshamboChatCommandReg("!roshambo",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

if you need an Uber Character

1. Nod only.
2. Hand of Nod Required.
3. 7000 credits

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Subject: Re: c++ simple commands  
Posted by [HeavyX101- Left](#) on Sun, 15 Jun 2008 23:53:33 GMT  
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Thanks alot