Subject: !tdonate
Posted by marcin205 on Tue, 08 Jul 2008 16:54:30 GMT
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Hi,how to make tdonate script?

Subject: Re: !tdonate
Posted by bmruze on Tue, 08 Jul 2008 18:19:10 GMT
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By "tdonate" are you wanting to donate money to a team or just an individual player?

Subject: Re: !tdonate
Posted by marcin205 on Tue, 08 Jul 2008 19:57:34 GMT
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to individual player like !tdonate 3000 and all players have some parts of this credits

---

Subject: Re: !tdonate
Posted by cAmpa on Tue, 08 Jul 2008 21:28:30 GMT
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I'm using the chathook and a tokenizer.

Or what is your question?

Subject: Re: !tdonate
Posted by Lone0001 on Wed, 09 Jul 2008 00:57:46 GMT
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I think they want a !tdonate command made for them which really I can't see happening, use
Brenbot it has a !tdonate command.

Subject: Re: !tdonate
Posted by marcin205 on Wed, 09 Jul 2008 02:11:50 GMT
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{SB}Lone0001 wrote on Tue, 08 July 2008 19:57I think they want a !tdonate command made for
them which really I can't see happening, use Brenbot it has a !tdonate command. ok thx but what
is chathook and a tokenizer anyway?

Subject: Re: !tdonate
Posted by Lone0001 on Wed, 09 Jul 2008 02:15:45 GMT
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They are functions used in the code(done in C++).

Subject: Re: !tdonate
Posted by reborn on Wed, 09 Jul 2008 08:22:19 GMT
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Am I right in understanding you want a player to be able to donate a certain amount of hos money to the entire team?

So he might say !tdonate 400, and the four players on his team each get 100 credits?

Subject: Re: !tdonate
Posted by marcin205 on Wed, 09 Jul 2008 11:36:11 GMT
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sure

Subject: Re: !tdonate
Posted by reborn on Wed, 09 Jul 2008 15:12:05 GMT
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Try this out then, I havn't tested it, so if you could and report any bugs that would be nice, as I plan to use it myself too.

```
class tdonateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
if (!Text[1].empty()) {
 float money = atof(Text[1].c_str());

/*const char* s_money = Text[1].c_str();
sscanf(s_money,"%f",&money);
if (sscanf(s_money,"%f",&money) != 1)
{
 Console_Output("There was blood, everywhere. Nobody could tell what did this to them, but
there was one thing for certain. Something had gone horribly wrong.");
}
*/
```

```
float clientsmoney = Commands->Get_Money(obj);

if(clientsmoney >= money){
int Team = Get_Team(ID);
int count = Get_Team_Player_Count(Team);
if(count > 1){
int amounttodonate = money/(count - 1);
Commands->Give_Money(obj,(money * -1),false);
GenericSLNode *x = BaseGameObjList->HeadNode;
while (x){
GameObject *o = (GameObject *)x->NodeData;
if (o && Commands->Is_A_Star(o) && (Commands->Get_Player_Type(o) == Team)){
 if(Get_Player_ID(o) != ID){
Commands->Give_Money(o,amounttodonate,false);
Console_Input(StrFormat("ppage %d You have just been donated $%i by player
%s.",Get_Player_ID(o),amounttodonate,Get_Player_Name(obj)).c_str());
 }
}
x = x->NodeNext;
}
}
else{
 Console_Input(StrFormat("ppage %d Dude, you're the only player on your team :-S",ID).c_str());
}
}
else{
Console_Input(StrFormat("ppage %d You do not have $%i, please lower your
donation.",ID,money).c_str());
}
}
}
};
ChatCommandRegistrant<tdonateChatCommand>
tdonateChatCommandReg("!tdonate",CHATTYPE_ALL,1,GAMEMODE_ALL);
```

There's probably some casts I havn't done that I should of, but I'm a lazy bitch and keep my
warning levels down all the time.
You're probably able to make it say some weird numbers if you type !tdonate
34098563406854968409680954870986504, but it shouldn't actually do any harm.

Feel free anyone to pop there two cents in and make it better

Oh, I also found a flaw with int Get_Team_Player_Count(int Team), so you'll need to change that
function to read like this:

```
int Get_Team_Player_Count(int Team)
{
 int Total = 0;
 GenericSLNode *x = BaseGameObjList->HeadNode;
 while (x)
 {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && Commands->Is_A_Star(o))
  {
   if (Get_Team(Get_Player_ID(o)) == Team)
   {
    Total++;
   }
  }
  x = x->NodeNext;
 }
 return Total;
}
```

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 16:06:44 GMT
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They reborn, do you just write those codes down? or do you copy paste some stuff?

Subject: Re: !tdonate
Posted by cnc95fan on Wed, 09 Jul 2008 16:14:55 GMT
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He writes the stuff himself, rather then looking though other peoples soruce and calling it their own.

Subject: Re: !tdonate
Posted by reborn on Wed, 09 Jul 2008 16:54:55 GMT
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Actually if I'm honest I do look at other peoples code. I recycled allot of vloktboky's code from previous releases into other work. Granted I didn't copy it line for line, but there are allot of similarities here and there in hunt the player mode and the base defense plug-in and that of boky's deathmatch mode and other releases.
I didn't know or had never tried to convert a const char * type to float until today, I asked both Stealth Eye and Saber Hawk and they kindly replied. I ended up using Stealth Eye's suggestion and took a look at atof, which ended up forming this line "float money = atof(Text[1].c_str());".

Asking people for help is not a bad thing. Some people are embarassed to do so, or don't want to annoy people. If someone asks me and I know then I will help them, unless they are an asshole. If I'm busy then I will say I'm busy.. I have found this works with others. I ask Roshambo, WD, SaberHawk and StealthEye for help all the time. Sometimes I even manage to get-a-hold of boky...

If you're ego is so large that you cannot ask someone for help then you're not going to get very far at all in life. It's easier for me, I practice meditation and actively try to free myself from ego, but I can see why others have a hard time.

But yes, you're right. Copying other peoples code line for line and then calling it your own, or just changing a little thing here or there is pretty lame.

Subject: Re: !tdonate
Posted by =HT=T-Bird on Wed, 09 Jul 2008 17:10:25 GMT
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Give credit where credit is due, but don't be loathe to ask others for help. I've had to head to the #c++ channel on Freenode quite a few times because I have had questions about C++ itself as well as asking StealthEye or Ghostshaw for help, RoShamBo and Saberhawk are good resources too.

BTW: get a good C++ book. I have heard very good things about Koenig's "Accelerated C++" as a starting point. Once you work through that, you should be ready for Stroustrup's "The C++ Programming Language, 3rd edition". Don't try to learn C++ from the scripts...because they have some very ugly, poorly-encapsulated code and lots of reinvented wheels.

Subject: Re: !tdonate
Posted by marcin205 on Wed, 09 Jul 2008 19:08:25 GMT
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nice stuff   thx

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 20:38:02 GMT
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cnc95fan wrote on Wed, 09 July 2008 12:14He writes the stuff himself, rather then looking though other peoples soruce and calling it their own.
To be honest, you just failed. And i do copy paste other peoples codes, but i write alot of codes too. So, would you mind your own bussines and leave me the fuck alone..

Subject: Re: !tdonate
Posted by sadukar09 on Wed, 09 Jul 2008 20:40:06 GMT

HeavyX101 wrote on Wed, 09 July 2008 15:38cnc95fan wrote on Wed, 09 July 2008 12:14He writes the stuff himself, rather then looking though other peoples soruce and calling it their own.
To be honest, you just failed. And i do copy paste other peoples codes, but i write alot of codes too. So, would you mind your own bussines and leave me the fuck alone..

Would you like to be sued for copyright and/or plagiarism?

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 20:45:07 GMT

sadukar09 wrote on Wed, 09 July 2008 16:40HeavyX101 wrote on Wed, 09 July 2008 15:38cnc95fan wrote on Wed, 09 July 2008 12:14He writes the stuff himself, rather then looking though other peoples soruce and calling it their own.
To be honest, you just failed. And i do copy paste other peoples codes, but i write alot of codes too. So, would you mind your own bussines and leave me the fuck alone..

Would you like to be sued for copyright and/or plagiarism?
People who made those codes just release them and i use them, every one does.

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 20:48:52 GMT

```
/*const char* s_money = Text[1].c_str();
sscanf(s_money,"%f",&money);
if (sscanf(s_money,"%f",&money) != 1)
{
 Console_Output("There was blood, everywhere. Nobody could tell what did this to them, but
there was one thing for certain. Something had gone horribly wrong.");
}
*/
```


Umm, reborn, what is that? It is from your code.

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 21:02:40 GMT
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Sorry for double post.
I got this error while compiling:
Error 1 error C2220: warning treated as error - no 'object' file
generated c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2507

Subject: Re: !tdonate
Posted by reborn on Wed, 09 Jul 2008 21:24:36 GMT
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I'll help anyone but cheaters, you're shit out of luck.

Subject: Re: !tdonate
Posted by sadukar09 on Wed, 09 Jul 2008 21:27:10 GMT
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HeavyX101 wrote on Wed, 09 July 2008 16:45sadukar09 wrote on Wed, 09 July 2008
16:40HeavyX101 wrote on Wed, 09 July 2008 15:38cnc95fan wrote on Wed, 09 July 2008
12:14He writes the stuff himself, rather then looking though other peoples soruce and calling it
their own.
To be honest, you just failed. And i do copy paste other peoples codes, but i write alot of codes
too. So, would you mind your own bussines and leave me the fuck alone..

Would you like to be sued for copyright and/or plagiarism?
People who made those codes just release them and i use them, every one does.
Not if reuse them and claim it was made by you. And it was triple post dipshit.

Subject: Re: !tdonate
Posted by HeavyX101- Left on Wed, 09 Jul 2008 22:07:34 GMT
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reborn wrote on Wed, 09 July 2008 17:24I'll help anyone but cheaters, you're shit out of luck.
Why would you want to say something mean like that?

I just asked for help. Well, fine, i will find it out my self. It would be good for me, i will know what to
do if it happens again.

Subject: Re: !tdonate
Posted by Creed3020 on Thu, 10 Jul 2008 02:10:06 GMT
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This is one fo the first releases I have seen in a while that I would actually like to implement but I haven't a clue how ti implement that code.

Could someone kindly point me in the correct direction to get started, after that I will give it a go. Thanks!

Subject: Re: !tdonate
Posted by ExEric3 on Thu, 10 Jul 2008 06:22:17 GMT
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Thx reborn for this. I will look on it on Saturday.

Subject: Re: !tdonate
Posted by reborn on Thu, 10 Jul 2008 09:10:00 GMT
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Creed3020 wrote on Wed, 09 July 2008 22:10This is one fo the first releases I have seen in a while that I would actually like to implement but I haven't a clue how ti implement that code.

Could someone kindly point me in the correct direction to get started, after that I will give it a go. Thanks!

You'll need visualstudio.net2005, there is a thread on setting it up here:
http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3 415

You will also need the source code to SSGM 2.02, which you can get here:
http://black-cell.net/downloads/index.php?act=view&id=30

You'll need to open the .sln file in the source code folder of SSGM (once it's un-zipped), this will open up all the .cpp and .h files in one go, you'll be able to see them all in the left hand side solution explorer window.
Open up gmmain.cpp by navigating to it in the solution explorer window like this:

And then double click it. That will then open it up in your main window then...
Scroll down in this window until you see this come up:

```
//*************************************************************************
//****************************** CHAT COMMANDS ****************************
//*************************************************************************
```

That's where you then copy and paste in the chat command for tdonate.

Unfortunately the chat command relies on the team player count function, which I found was bugged out. So you'll now need to open the file in your solution explorer called engine_player.cpp, this file is in the folder in your solution explorer called scripts source files. Scroll down until you see this "int Get_Team_Player_Count(int Team)", and then replace it with the one I posted above. You need to save both these files now, you can do this with "control S" when you're in the main page for each .cpp file, but it's probably better for you to go to "file" in the top left hand corner, and then hitting "Save All".

Now you need to compile this solution, just go up to "Build" on the tool bar and then "build solution", or you could hit your f7 button (there's like a million ways to do everything in visualstudio).

This might take a little while depending on your computer speed, and it always takes a while the first time anyway. Assuming you've done it right and there are no errors, it will produce a scripts.dll file in your source code folder. This is then the file you should use to replace the existing one on your server.

Any problems then post back

Subject: Re: !tdonate
Posted by HeavyX101- Left on Thu, 10 Jul 2008 16:39:57 GMT
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I think moderators should split the last post reborn and make it a topic that is a sticky. So, next time when people ask, they will see that topic and read and learn.
Good tutorial reborn

Subject: Re: !tdonate
Posted by ExEric3 on Sun, 13 Jul 2008 01:20:21 GMT
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I cannot compile it. There are errors:

1 error C2220: warning treated as error - no 'object' file generated 1369
2 warning C4244: 'initializing' : conversion from 'double' to 'float', possible loss of data 1369
3 warning C4244: 'initializing' : conversion from 'float' to 'int', possible loss of data 1375
4 warning C4244: 'argument' : conversion from 'int' to 'float', possible loss of data 1382

Can someone help?

File Attachments
1) tdon_error.JPG, downloaded 587 times

Súbor Úpravy Zobraziť Nastavenia Pomoc

```
1364
1365   class tdonateChatCommand : public ChatCommandClass {
1366       void Triggered(int ID, const TokenClass &Text, int ChatType) {
1367           GameObject *obj = Get_GameObj(ID);
1368           if (!Text[1].empty()) {
1369               float money = atof(Text[1].c_str());
1370               float clientmoney = Commands->Get_Money(obj);
1371               if (clientmoney >= money) {
1372                   int Team = Get_Team(ID);
1373                   int count = Get_Team_Player_Count(Team);
1374                   if (count > 1) {
1375                       int amounttodonate = money/(count - 1);
1376                       Commands->Give_Money(obj,(money * -1),false);
1377                       GenericSLNode *x = BaseGameObjList->HeadNode;
1378                       while (x) {
1379                           GameObject *o = (GameObject *)x->NodeData;
1380                           if (o && Commands->Is_A_Star(o) && (Commands->G
1381                               if (Get_Player_ID(o) != ID) {
1382                                   Commands->Give_Money(o,amounttodonate,f
1383                                   Console_Input(StrFormat("ppage %d [SSGM
1384                               }
1385                           }
1386                           x = x->NodeNext;
1387                       }
1388                   }
1389                   else {
1390                       Console_Input(StrFormat("ppage %d [SSGM]: Dude, you're the o
1391                   }
1392               }
1393               else {
1394                   Console_Input(StrFormat("ppage %d [SSGM]: You do not have $%i, pleas
1395               }
1396           }
1397       }
1398   };
1399   ChatCommandRegistrant<tdonateChatCommand> tdonateChatCommandReg("!tdonate",CHATTYPE_ALL,
1400
1401   class block_harvnChatCommand : public ChatCommandClass {
1402       void Triggered(int ID, const TokenClass &Text, int ChatType) {
1403           if (is_mod(Get_Player_Name_By_ID(ID))) {
1404               int Team;
1405               Team = Get_Team(ID);
1406               if (Team == 0) {
1407                   GameObject *obj = Find_Harvester(0);
```

Ln 1 386 : 1 459   Col 42   Sel 0   48,39 KB   ANSI   CR+LF INS   C/C++ Source Code

---

Subject: Re: !tdonate
Posted by HeavyX101- Left on Sun, 13 Jul 2008 01:27:13 GMT
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I get the same error. Lol. reborn will help you, and that will help me

---

Subject: Re: !tdonate
Posted by reborn on Mon, 14 Jul 2008 17:48:25 GMT
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Your compiler is moaning because I didn't use a cast to convert the different types. You need to either use a cast or disable those warnings.

Subject: Re: !tdonate
Posted by ExEric3 on Tue, 15 Jul 2008 05:17:35 GMT
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reborn wrote on Mon, 14 July 2008 19:48Your compiler is moaning because I didn't use a cast to convert the different types. You need to either use a cast or disable those warnings.

And how disable it?

Subject: Re: !tdonate
Posted by raven on Tue, 15 Jul 2008 06:06:45 GMT
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#pragma warning (disable : 4244)

Subject: Re: !tdonate
Posted by _SSnipe_ on Tue, 15 Jul 2008 06:30:01 GMT
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raven wrote on Mon, 14 July 2008 23:06#pragma warning (disable : 4244)
even if u disable them will it still work or have risk of crashing and causing errors?

Subject: Re: !tdonate
Posted by raven on Tue, 15 Jul 2008 06:47:09 GMT
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It'll work fine.

Subject: Re: !tdonate
Posted by ExEric3 on Sat, 19 Jul 2008 12:19:37 GMT

raven wrote on Tue, 15 July 2008 08:47It'll work fine.

Are you sure? Because it crashing FDS when I type !tdonate xxx

```
File Attachments
```
1) crashdump2.txt, downloaded 135 times

Subject: Re: !tdonate
Posted by raven on Sat, 19 Jul 2008 17:02:47 GMT

The script isn't ment to handle text input