Custom commands .
Made by me and ferkhat!

Preset.
Info: Builds a preset. Works only with the Objects presets.
Usage: !preset <preset name> . Preset names can be found in Level Editor.

```
class presetChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  const char * Name = Get_Player_Name(obj);

Vector3 position;
position = Commands->Get_Position(obj);
position.Z += 0;
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
 {
 GameObject *pobj = Commands->Create_Object(Text[1].c_str(), position);
 Commands->Set_Facing(pobj, Commands->Get_Facing(obj)-180);
 }
 }

};
ChatCommandRegistrant<presetChatCommand>
presetChatCommandReg("!preset",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Stealth Suit.
Info: Stealths you and/or your vehicle Client needs up-to-date scripts.
Usage: !ss

```
class ssChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  GameObject *X = Get_Vehicle(obj);
     const char * Name = Get_Player_Name(obj);
    Console_Input(StrFormat("msg %s got a Steath Suit.",Name).c_str());
Commands->Enable_Stealth(obj,true);
Commands->Enable_Stealth(X,true);
 }
};
ChatCommandRegistrant<ssChatCommand>
ssChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Fly Mode.
Info: Makes you fly!
Usage: !fly

```cpp
class flyChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
     const char * Name = Get_Player_Name(obj);
    Console_Input(StrFormat("msg %s is flying/walking.",Name).c_str());
Toggle_Fly_Mode(obj);

 }
};
ChatCommandRegistrant<flyChatCommand>
flyChatCommandReg("!fly",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Refill.
Info: Refills your heatlh, armor, and ammo.
Usage: !refill

```cpp
class cirinChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);

Commands->Give_Powerup(obj,"CnC_POW_Ammo_ClipMax",false);
Commands->Give_Powerup(obj,"CnC_POW_Health_Max",false);
Commands->Give_Powerup(obj,"CnC_POW_Armor_Max",false);
 }


};
ChatCommandRegistrant<cirinChatCommand>
cirinChatCommandReg("!refill",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Change teams.
Info: Changes your team.
Usage: !team

```cpp
class teamChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {

 if (Get_Team(ID)==1) {
  Console_Input(StrFormat("team2 %d 0",ID).c_str());
 }
 else if (Get_Team(ID)==0){
  Console_Input(StrFormat("team2 %d 1",ID).c_str());
 }


 }
```

```
};
ChatCommandRegistrant<teamChatCommand>
teamChatCommandReg("!team",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Cinematic Player.
Info: Plays a cinematic .txt files from your FDS Data folder.
Usage: !cin <file.txt>

```
class cinematicChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  Vector3 position;
  position.Z += 0;

 position = Commands->Get_Position(obj);
 GameObject *X = Commands->Create_Object("Invisible_Object", position);
   Commands->Disable_Physical_Collisions(X);
 Commands->Attach_Script(X,"Test_Cinematic",Text[1].c_str());


 }


};
ChatCommandRegistrant<cinematicChatCommand>
cinematicChatCommandReg("!cin",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Enjoy!

Please tell me if there are errors...

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by Genesis2001 on Sun, 19 Apr 2009 03:39:59 GMT
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YazooGang wrote on Sat, 18 April 2009 18:44Cinematic Player.
Info: Plays a cinematic .txt files from your FDS Data folder.
Usage: !cin <file.txt>

```
class cinematicChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  Vector3 position;
  position.Z += 0;

 position = Commands->Get_Position(obj);
 GameObject *X = Commands->Create_Object("Invisible_Object", position);
```

```
    Commands->Disable_Physical_Collisions(X);
 Commands->Attach_Script(X,"Test_Cinematic",Text[1].c_str());


 }


};
ChatCommandRegistrant<cinematicChatCommand>
cinematicChatCommandReg("!cin",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

Enjoy!

Please tell me if there are errors...

I guess you got that idea from St0rm?

("suppose" wasn't the right word for that sentence...)

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by YazooGang on Sun, 19 Apr 2009 03:48:35 GMT
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Yes i did, i asked wilo to play a cinematic and he wouldnt, so i just made one for my server and fooled around with it. It got handy with drop offs.

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by mrÃ£Ã§Ã·z on Sun, 19 Apr 2009 10:55:38 GMT
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Nice for Beginners, you should post a !build exampole for them,
i think im gonna release my VET system and my script to make
everything to a spawner (vehicles, guns & everything serverside)

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by wittebolx on Mon, 20 Apr 2009 11:06:27 GMT
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Quote:Stealth Suit.
Info: Stealths you and/or your vehicle Client needs up-to-date scripts.
Usage: !ss
class ssChatCommand : public ChatCommandClass {

```
void Triggered(int ID,const TokenClass &Text,int ChatType) {
 GameObject *obj = Get_GameObj(ID);
 GameObject *X = Get_Vehicle(obj);
    const char * Name = Get_Player_Name(obj);
   Console_Input(StrFormat("msg %s got a Steath Suit.",Name).c_str());
Commands->Enable_Stealth(obj,true);
Commands->Enable_Stealth(X,true);
 }
};
ChatCommandRegistrant<ssChatCommand>
ssChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Remember that when a player leaves the game joins afterwards he can see the people that are supposed to be stealthed!

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by mrÃ£Ã§Ä·z   on Mon, 20 Apr 2009 14:10:45 GMT
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Use a Timer for the Stealth

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by DeathC200 on Mon, 20 Apr 2009 15:23:28 GMT
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what do you save these as in order to get them to work cause i want to compile them all in notepad and save it as that file but i do not know what file extension to save it as ??

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by YazooGang on Mon, 20 Apr 2009 18:44:10 GMT
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DeathC200 wrote on Mon, 20 April 2009 17:23what do you save these as in order to get them to work cause i want to compile them all in notepad and save it as that file but i do not know what file extension to save it as ??
Ok your WAY WAY WAY behind all of this.
http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 4114 Try that, but i'm not gonna be your teacher.

Subject: Re: [Code] SSGM2.02 Custom Commands
Posted by Gen_Blacky on Tue, 21 Apr 2009 02:20:51 GMT

wittebolx wrote on Mon, 20 April 2009 06:06Quote:Stealth Suit.
Info: Stealths you and/or your vehicle Client needs up-to-date scripts.
Usage: !ss
class ssChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  GameObject *X = Get_Vehicle(obj);
     const char * Name = Get_Player_Name(obj);
    Console_Input(StrFormat("msg %s got a Steath Suit.",Name).c_str());
Commands->Enable_Stealth(obj,true);
Commands->Enable_Stealth(X,true);
  }
};
ChatCommandRegistrant<ssChatCommand>
ssChatCommandReg("!ss",CHATTYPE_ALL,0,GAMEMODE_AOW);

Remember that when a player leaves the game joins afterwards he can see the people that are supposed to be stealthed!

just reattach the script every time a player joins