Subject: Making a Command
Posted by Distrbd21 on Tue, 17 Nov 2009 19:18:48 GMT
View Forum Message <> Reply to Message

As you all know I'm going to be running a Hostage Mode Server with zunnie's Hostage Mode scripts, if you didn't now you know

Anyway i was wondering if someone could tell me how to make a script for my server so if you type !where or !rescue it gives you a pop up msg telling you where to take the hostage's, on each map.

Edit: also i would like to know how to add audio so when you join the game like in sp lock tells you to rescue the hostages.

Subject: Re: Making a Command
Posted by reborn on Tue, 17 Nov 2009 19:23:42 GMT
View Forum Message <> Reply to Message

I'm sure if you ask Zunnie he will add this for you. If you want to learn it yourself, then I suggest you look at the SSGM source code and look at the chat commands there...
If you run into trouble with the code, then please post the code and where you think you're going wrong.

Subject: Re: Making a Command
Posted by zunnie on Tue, 17 Nov 2009 21:00:38 GMT
View Forum Message <> Reply to Message

I would explain it to him but i dont know how to make !commands like that myself :S

Subject: Re: Making a Command
Posted by reborn on Tue, 17 Nov 2009 21:09:12 GMT
View Forum Message <> Reply to Message

```
class rescueChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType){
if (strcmp(The_Game()->MapName, "CnC_Mesa.mix") == 0) {
Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah blah",ID).c_str());
 }
else if (strcmp(The_Game()->MapName, "CnC_Hourglass.mix") == 0) {
Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah blah",ID).c_str());
}
```

```
    }
};
ChatCommandRegistrant<rescueChatCommand>
rescueChatCommandReg("!rescue",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

Subject: Re: Making a Command
Posted by Distrbd21 on Wed, 18 Nov 2009 00:15:49 GMT
View Forum Message <> Reply to Message

```
reborn wrote on Tue, 17 November 2009 15:09
class rescueChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType){
if (strcmp(The_Game()->MapName, "CnC_Mesa.mix") == 0) {
Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah
blah",ID).c_str());
 }
else if (strcmp(The_Game()->MapName, "CnC_Hourglass.mix") == 0) {
Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah
blah",ID).c_str());
}
    }

};
ChatCommandRegistrant<rescueChatCommand>
rescueChatCommandReg("!rescue",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

do i compile that in ssgm or scripts?

Subject: Re: Making a Command
Posted by reborn on Wed, 18 Nov 2009 06:27:43 GMT
View Forum Message <> Reply to Message

If you have the source code to the hostage mode, then you could add it to that (assuming it is built on SSGM). However, you could also build it as a plugin, so that if zunnie ever creates an updated hostage mode, you do not have to re-add your own custom code.

Subject: Re: Making a Command
Posted by Distrbd21 on Wed, 18 Nov 2009 08:19:43 GMT
View Forum Message <> Reply to Message

reborn wrote on Wed, 18 November 2009 00:27If you have the source code to the hostage mode, then you could add it to that (assuming it is built on SSGM). However, you could also build it as a

plugin, so that if zunnie ever creates an updated hostage mode, you do not have to re-add your own custom code.
we added it to ssgm but idk if it works yet i'm still try to get my server up and running so i can upload it to my friend to host it.

ty for the code it explains alot about it and zunnie showed me a teleport script for tanks with no one in them its nice to.. all this will work gr8 with my server.