Subject: scripts.dll and custom commands on a server.
Posted by qwertwert125 on Fri, 31 Aug 2007 23:46:08 GMT
View Forum Message <> Reply to Message

I have finally got my server to the point of running.

I have realized that alot of servers have custom commands implemented into thier server.

examples:
!build turret:withdraws credits from player's total and places a turret at player's location
!buy mammoth: withdraws credits from player's total and spawns a mammoth in front of player
ect...

I would like to know how to do this.

1: I would like to know the excat name of the file i need to open.

2:I would like to know how to find the information in the file (what the line would look like eg: in
xxxx.ini: colfgod: yes; as no one would really know what it is, it would help to have an explination.)

3: I realize this may require a C++ compiler. I have one of these and have a pretty good grasp on
it. I would like to know the section of code that would make "!build turret" work so I may use it as a
reference in future scripting.

Thanks

    PS: if I am going in the wrong direction in getting commands to work, please DO NOT post any
replys such as:
"you dont use c++ for it"
"youll need yaddayadda to do it"
"your wrong about suchandsuch"
...unless you describe how to fix such problem.

please be specific. remember
BAD DIRECTIONS: open the jar of peanutbutter
GOOD DIRECTIONS: open the jar of peanutbutter by unscrewing the lid.