Subject: could anyone help me with this mod commands
Posted by cpjok on Fri, 20 Jun 2008 12:42:48 GMT

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ok it works but theres some problems

when they have got anoth to buy it they can buy it and it takes there creds but

if they dont have enougth to buy it but use the command it gives them the item and dosent charge them

```
Quote:class RailChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("cmsg 166,149,56 [BZ-BOT]: Someone Bought A Railgun",ID).c_str());
Console_Input(message);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  float Credits = Commands->Get_Money(obj);
    if(Credits >= 600  ){
    Commands->Give_Money(obj,-600,false);
    }
  else{
Console_Input(StrFormat("ppage %d Rail Cost 600 ",Get_Player_ID(obj)).c_str());
 }
 }
};
ChatCommandRegistrant<RailChatCommand>
RailChatCommandReg("!rail",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: could anyone help me with this mod commands
Posted by cpjok on Fri, 20 Jun 2008 12:50:18 GMT

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Sry for double post anyway

on my server when i open it. it says its running some unknown mod some features a disabled

andone know how i can fix that

as it is running ssgm not some unknown mod

Subject: Re: could anyone help me with this mod commands

Posted by zunnie on Fri, 20 Jun 2008 14:02:24 GMT
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Try like this. You had the give powerup command before it did
the money check so you would get the powerup even if you didnt have enough money.


```
class RailChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
 GameObject *obj = Get_GameObj(ID);
 char message[256];
 float Credits = Commands->Get_Money(obj);
  if(Credits >= 600 )
  {
   Commands->Give_Money(obj,-600,false);
   Console_Input(StrFormat("cmsg 166,149,56 [BZ-BOT]: Someone Bought A
Railgun",ID).c_str());
   Console_Input(message);
   Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  }
  else
  {
   Console_Input(StrFormat("ppage %d Rail Cost 600 ",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<RailChatCommand>
RailChatCommandReg("!rail",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: could anyone help me with this mod commands
Posted by cpjok on Fri, 20 Jun 2008 14:24:30 GMT
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thanx it worked now