
Subject: Revive Plugin for RR Servers
Posted by [MackKinsey](#) on Thu, 25 Sep 2008 17:37:50 GMT
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Hey i want present you a SSGM Plugin.
It is usefull for RR (Ressurrection) Servers.

Everything what you need is @ the README.TXT

Credits:

- RoShamBo === Writing YaRR which provides me a Example for C++ File I/O; Helping me with C++ File I/O
- Yrr === Writing RR (Renegade Ressurrection), without it, this Plugin wouldnt work.
- StealthEye === Who helps me sometimes.
- WestWood === For creating that awesome Game!

I AM CURRENTLY NOT GOING TO RELEASE THE SOURCE! I need to clean it up first

File Attachments

1) [RREVIVE.rar](#), downloaded 258 times

Subject: Re: Revive Plugin for RR Servers
Posted by [jnz](#) on Fri, 26 Sep 2008 08:52:42 GMT
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No offence, and not you put you down or anything. It's not worth holding onto the source for 1 simple chat command. It's not even worth releasing the full source. Just do what Reborn does and release the code you have added

Never the less, it's good people are releasing plugins. You're always welcome to help at n00bless/n00bstories IRC at #yarr.

Subject: Re: Revive Plugin for RR Servers
Posted by [MackKinsey](#) on Fri, 26 Sep 2008 12:54:48 GMT
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The code is not really cleaned up.

For example it does the same when u type in hon or bar, the same code but here is it

```
class reviveChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    char buffer[128];
    GetCurrentDirectory(50, buffer);
    strcat(buffer, "\\rrevive.ini");
```

```

INIClass *ini = Get_INI(buffer);
if(!ini)
{
    Console_Input(StrFormat("msg Unable to load RRevive.ini !").c_str());
    return;
}
bool allow = ini->Get_Bool("Main", "Allow_Revive", 0);
float cost = ini->Get_Float("Main", "Cost", 0.0);
bool allowb = ini->Get_Bool("Settings", "Allow_Revive_Soldier_Factories", 0);
bool allowp = ini->Get_Bool("Settings", "Allow_Revive_Power_Plants", 0);
bool allowr = ini->Get_Bool("Settings", "Allow_Revive_Refineries", 0);
bool allowv = ini->Get_Bool("Settings", "Allow_Revive_Vehicle_Factories", 0);
bool allowd = ini->Get_Bool("Settings", "Allow_Revive_Primary_Base_Defences", 0);
GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
int BARID = Commands->Get_ID(Find_Soldier_Factory(Team));
GameObject *bar= Commands->Find_Object(BARID);
int PPID = Commands->Get_ID(Find_Power_Plant(Team));
GameObject *pp = Commands->Find_Object(PPID);
int REFID = Commands->Get_ID(Find_Refinery(Team));
GameObject *ref = Commands->Find_Object(REFID);
int WFID = Commands->Get_ID(Find_Vehicle_Factory(Team));
GameObject *wf = Commands->Find_Object(WFID);
int OBID = Commands->Get_ID(Find_Base_Defense(Team));
GameObject *ob = Commands->Find_Object(OBID);
if(allow == 1){
    if (strcmp(Text[1].c_str(),"help")==0){
        if (Team == 1) {
            Console_Input(StrFormat("ppage %d [Revive_System]: The price you have to pay is
%.0f",ID,cost).c_str());
            Console_Input(StrFormat("ppage %d [Revive_System]: You need to say the building name:
bar; pp; ref; wf; agt",ID).c_str());
        }
        else{
            Console_Input(StrFormat("ppage %d [Revive_System]: The price you have to pay is
%.0f",ID,cost).c_str());
            Console_Input(StrFormat("ppage %d [Revive_System]: You need to say the building name:
hon; pp; ref; air; ob",ID).c_str());
        }
    }
    return;
}
if (strcmp(Text[1].c_str(),"bar")==0){
    if(allowb == 1){
        if(Is_Building_Dead(bar)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);

```

```

    Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Wide_Player_Name(obj)).c_str());
    Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
}
else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
}
}
if (Team == 0) {
    if(Credits >= cost){
        Commands->Give_Money(obj,cost * -1,false);
        Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Wide_Player_Name(obj)).c_str());
        Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The Barracks is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are NOT allowed to revive the
Barracks.",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"hon")==0){
    if(allowb == 1){
        if(Is_Building_Dead(bar)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
                }
            }
        }
    }
}
}

```

```

else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
}
}
if (Team == 0) {
    if(Credits >= cost){
        Commands->Give_Money(obj,cost * -1,false);
        Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Wide_Player_Name(obj)).c_str());
        Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The Barracks is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the Hand of
Nod",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"pp")==0){
    if(allowp == 1){
        if(Is_Building_Dead(pp)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
PowerPlant",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(pp, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
PowerPlant.",Get_Player_ID(obj)).c_str());
                }
            }
        }
    }
}
}

```

```

}
if (Team == 0) {
    if(Credits >= cost){
        Commands->Give_Money(obj,cost * -1,false);
        Console_Input(StrFormat("msg %d Has just revived the
PowerPlant",Get_Wide_Player_Name(obj)).c_str());
        Commands->Attach_Script(pp, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
PowerPlant.",Get_Player_ID(obj)).c_str());
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The PowerPlant is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The PowerPlant is not
dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
PowerPlant",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"ref")==0){
    if(allowr == 1){
        if(Is_Building_Dead(ref)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
Refinery",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ref, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Refinery.",Get_Player_ID(obj)).c_str());
                }
            }
        }
        if (Team == 0) {
            if(Credits >= cost){
                Commands->Give_Money(obj,cost * -1,false);
            }
        }
    }
}

```

```

    Console_Input(StrFormat("msg %d Has just revived the
Refinery",Get_Wide_Player_Name(obj)).c_str());
    Commands->Attach_Script(ref, "RR_ReviveBuilding", "");
}
else{
    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Refinery.",Get_Player_ID(obj)).c_str());
}
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The Refinery is not dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Refinery is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
Refinery",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"wf")==0){
    if(allowv == 1){
        if(Is_Building_Dead(wf)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
WeaponsFactory",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
                }
            }
            else{
                Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
WeaponsFactory.",Get_Player_ID(obj)).c_str());
            }
        }
    }
    if (Team == 0) {
        if(Credits >= cost){
            Commands->Give_Money(obj,cost * -1,false);
            Console_Input(StrFormat("msg %d Has just revived the
AirStrip",Get_Wide_Player_Name(obj)).c_str());
            Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
        }
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the

```

```

AirStrip.",Get_Player_ID(obj)).c_str());
    }
    }
    }
    else {
        if (Team == 1) {
            Console_Input(StrFormat("ppage %d The WeaponsFactory is not
dead.",Get_Player_ID(obj)).c_str());
        }
        else{
            Console_Input(StrFormat("ppage %d The AirStrip is not dead.",Get_Player_ID(obj)).c_str());
        }
    }
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
WeaponsFactory",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"air")==0){
    if(allowv == 1){
        if(Is_Building_Dead(wf)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
WeaponsFactory",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
                }
                else{
                    Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
WeaponsFactory",Get_Player_ID(obj)).c_str());
                }
            }
        }
        if (Team == 0) {
            if(Credits >= cost){
                Commands->Give_Money(obj,cost * -1,false);
                Console_Input(StrFormat("msg %d Has just revived the
AirStrip",Get_Wide_Player_Name(obj)).c_str());
                Commands->Attach_Script(wf, "RR_ReviveBuilding", "");
            }
            else{
                Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AirStrip.",Get_Player_ID(obj)).c_str());
            }
        }
    }
}
else {

```



```

}
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
AdvancedGuardTower",Get_Player_ID(obj)).c_str());
}
}
if (strcmp(Text[1].c_str(),"ob")==0){
    if(allowd == 1){
        if(Is_Building_Dead(obj)) {
            if (Team == 1) {
                if(Credits >= cost){
                    Commands->Give_Money(obj,cost * -1,false);
                    Console_Input(StrFormat("msg %d Has just revived the
AGT",Get_Wide_Player_Name(obj)).c_str());
                    Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
                }
            }
            else{
                Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
AGT",Get_Player_ID(obj)).c_str());
            }
        }
    }
    if (Team == 0) {
        if(Credits >= cost){
            Commands->Give_Money(obj,cost * -1,false);
            Console_Input(StrFormat("msg %d Has just revived the
Obelisk",Get_Wide_Player_Name(obj)).c_str());
            Commands->Attach_Script(ob, "RR_ReviveBuilding", "");
        }
        else{
            Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Obelisk.",Get_Player_ID(obj)).c_str());
        }
    }
}
}
else {
    if (Team == 1) {
        Console_Input(StrFormat("ppage %d The AGT is not dead.",Get_Player_ID(obj)).c_str());
    }
    else{
        Console_Input(StrFormat("ppage %d The Obelisk is not dead.",Get_Player_ID(obj)).c_str());
    }
}
}
}
else{
    Console_Input(StrFormat("ppage %d You are not allowed to revive the
Obelisk",Get_Player_ID(obj)).c_str());
}

```

```

    }
    }
    }
    else{
        Console_Input(StrFormat("ppage %d Revive is currently disabled.",Get_Player_ID(obj)).c_str());
    }
    }
};
ChatCommandRegistrant<reviveChatCommand>
reviveChatCommandReg("!r;!revive",CHATTYPE_ALL,1,GAMEMODE_AOW);

```

Subject: Re: Revive Plugin for RR Servers
 Posted by [jnz](#) on Fri, 26 Sep 2008 13:59:16 GMT
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With that; we can suggest improvements for you.

I'd do it like this:

```

int Team = Get_Team(ID);
GameObject *Building = 0;
if(Text[1] == "pp")
{
    if(!ini->Get_Bool("Settings", "Allow_Revive_Power_Plants", 0))
    {
        //not allowed
        return;
    }

    Building = Find_Power_Plant(Team));
}
else if(...)
{

}
else
{
    //invalid selection
    return;
}

if(!Building || !Commands->Get_ID(Building))
{
    //error

```

```
    return;
}

float Cost = /*Get cost */;

if(!Purchase_Item(Get_GameObj(ID), Cost))
{
    //not enough money
    return
}

Attach_Script_Once(Building, "RR
Commands->Attach_Script(bar, "RR_ReviveBuilding", "");
char msg[256];
sprintf(msg, "msg %S has revived the %s", Get_Wide_Player_Name_By_ID(ID),
Translate_Preset(Building));
Console_Input(msg);
```

Subject: Re: Revive Plugin for RR Servers
Posted by [Xpert](#) on Sun, 28 Sep 2008 00:14:48 GMT
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This needs RR in order for it to work or what?

Subject: Re: Revive Plugin for RR Servers
Posted by [Mackinsey](#) on Sun, 28 Sep 2008 12:56:53 GMT
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Xpert wrote on Sat, 27 September 2008 19:14 This needs RR in order for it to work or what?
Yes
