
Subject: [SSGM Plugin] Command
Posted by [roszek](#) on Mon, 11 Aug 2014 08:04:14 GMT
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This plugin is for players to view available SSGM commands.
use !commands or !cmd

Add the command list into the ssgm.ini under [Commands]. You just add a number after the word Command for every command you want to list.

for example:

```
[Plugins]
00=BanSystem.dll
01=Mute.dll
02=Command.dll
```

```
[Commands]
```

```
Command1=!ping
Command2=!donate
Command3=!teamdonate
Command4=!swap
Command5=!cswap
```

File Attachments

1) [Command.rar](#), downloaded 267 times

Subject: Re: [SSGM Plugin] Command
Posted by [Nejwiert](#) on Mon, 11 Aug 2014 09:39:28 GMT
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I'm not entirely sure but when you call "command_list.Add(command);" doesn't "StringClass command" go out of scope after "void Command::OnLoadGlobalINISettings(INIClass *SSGMIni)?" Because "bool Add(T const &object)" asks for a constant adress of object so it wont call the copy constructor?

Otherwise it's nice though.

Subject: Re: [SSGM Plugin] Command
Posted by [roszek](#) on Mon, 11 Aug 2014 19:56:42 GMT
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I really don't think I need a destructor but I could be wrong :/

Subject: Re: [SSGM Plugin] Command
Posted by [Neijwiert](#) on Mon, 11 Aug 2014 22:51:02 GMT
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No what i mean is that your data in your list could be overwritten by something else if im right.

Subject: Re: [SSGM Plugin] Command
Posted by [Whitedragon](#) on Tue, 12 Aug 2014 02:55:09 GMT
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It's fine since he's using `DynamicVectorClass<StringClass>`; the vector will create a new `StringClass` for each object. If it were `DynamicVectorClass<StringClass*>` you would be correct.

Subject: Re: [SSGM Plugin] Command
Posted by [roszek](#) on Fri, 15 Aug 2014 13:07:53 GMT
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updated: Made a change were you no longer need to add a command count in the `ssgm.ini`.

Subject: Re: [SSGM Plugin] Command
Posted by [iRANian](#) on Fri, 15 Aug 2014 13:12:47 GMT
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You need to add a small change to make sure the empty string "" doesn't get added to the commands list:

```
SSGMIni->Get_String(command, "Commands",  
StringClass::getFormattedString("Command%d", i+1), "");
```

```
if (command == "") { continue; }
```

```
command_list.Add(command);
```

Subject: Re: [SSGM Plugin] Command
Posted by [roszek](#) on Fri, 15 Aug 2014 13:55:09 GMT
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I tested it with an empty string and it just prints nothing. :/

Edit: I added it cuz probably better off.

Thanks.

Subject: Re: [SSGM Plugin] Command
Posted by [iRANian](#) on Fri, 15 Aug 2014 15:13:29 GMT
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Yes, it makes no difference as the plugin prints the content of the `commands StringClass` vector and the plugin will add empty strings (`""`), but it's good programming practice to internalize so you don't get any issues when you're using the same method to read in a list in the future.
