Alterações CommandManager

1. Foi removido as declarações de variáveis

int index = 0;

info.Index = index++;

```cpp
int index = 0;

try
{
    eTokenResult token;

    while (true)
    {
        token = lpReadScript->GetToken();

        if (token == TOKEN_END || token == TOKEN_END_SECTION)
        {
            break;
        }

        COMMAND_LIST info;

        info.Index = index++;

        strcpy_s(info.Command, lpReadScript->GetString());
```

2. E foi implementada uma nova Atribuição no código

info.Index = lpReadScript->GetNumber();

```cpp
this->m_CommandInfo.clear();

try
{
    eTokenResult token;

    while (true)
    {
        token = lpReadScript->GetToken();

        if (token == TOKEN_END || token == TOKEN_END_SECTION)
        {
            break;
        }

        COMMAND_LIST info;

        memset(&info, 0, sizeof(info));

        info.Index = lpReadScript->GetNumber();
```

3. Fizemos uma alteração na chamada do método String

Linha: strcpy_s(info.Command, lpReadScript->GetAsString());
Alteramos: -> **lpReadScript–>GetString**

```cpp
while (true)
{
    token = lpReadScript->GetToken();

    if (token == TOKEN_END || token == TOKEN_END_SECTION)
    {
        break;
    }

    COMMAND_LIST info;

    memset(&info, 0, sizeof(info));

    info.Index = lpReadScript->GetNumber();

    strcpy_s(info.Command, lpReadScript->GetString());
```

Para: **lpReadScript–>GetAsString**

```cpp
while (true)
{
    token = lpReadScript->GetToken();

    if (token == TOKEN_END || token == TOKEN_END_SECTION)
    {
        break;
    }

    COMMAND_LIST info;

    memset(&info, 0, sizeof(info));

    info.Index = lpReadScript->GetNumber();

    strcpy_s(info.Command, lpReadScript->GetAsString());
```

Alterações Command.txt no MuServer

Foi adicionado uma nova Linha:

```
//===============================================================================================
//                       [Enable]                    [Money]                    [MinLvl]
//    ID     Commands     AL0 AL1 AL2 AL3            AL0 AL1 AL2 AL3            AL0 AL1 AL2 AL3
//===============================================================================================
      0      "/move"       1   1   1   1             0   0   0   0             *   *   *   *
      1      "/post"       1   1   1   1             0   0   0   0             *   *   *   *
      2      "/str"        1   1   1   1             0   0   0   0             *   *   *   *
      3      "/agi"        1   1   1   1             0   0   0   0             *   *   *   *
      4      "/vit"        1   1   1   1             0   0   0   0             *   *   *   *
      5      "/ene"        1   1   1   1             0   0   0   0             *   *   *   *
      6      "/reset"      1   1   1   1             0   0   0   0             *   *   *   *
      7      "/grandreset" 1   1   1   1             0   0   0   0             *   *   *   *
      8      "/pkclear"    1   1   1   1             0   0   0   0             *   *   *   *
      9      "/addmoney"   1   1   1   1             0   0   0   0             *   *   *   *
     10      "/submoney"   1   1   1   1             0   0   0   0             *   *   *   *
     11      "/evo"        1   1   1   1             0   0   0   0             *   *   *   *
     12      "/ware"       1   1   1   1             0   0   0   0             *   *   *   *
     13      "/onlines"    1   1   1   1             0   0   0   0             *   *   *   *
     14      "/war"        1   1   1   1             0   0   0   0             *   *   *   *
     15      "/soccer"     1   1   1   1             0   0   0   0             *   *   *   *
     16      "/re"         1   1   1   1             0   0   0   0             *   *   *   *
     17      "/global"     1   1   1   1             0   0   0   0             *   *   *   *
     18      "/gmove"      1   1   1   1             0   0   0   0             *   *   *   *
     19      "/gmoveall"   1   1   1   1             0   0   0   0             *   *   *   *
     20      "/chase"      1   1   1   1             0   0   0   0             *   *   *   *
     21      "/bring"      1   1   1   1             0   0   0   0             *   *   *   *
     22      "/disconnect" 1   1   1   1             0   0   0   0             *   *   *   *
     23      "/fireworks"  1   1   1   1             0   0   0   0             *   *   *   *
     24      "/drop"       1   1   1   1             0   0   0   0             *   *   *   *
     25      "/make"       1   1   1   1             0   0   0   0             *   *   *   *
     26      "/makeset"    1   1   1   1             0   0   0   0             *   *   *   *
     27      "/clearinv"   1   1   1   1             0   0   0   0             *   *   *   *
     28      "/skin"       1   1   1   1             0   0   0   0             *   *   *   *
     29      "/makemob"    1   1   1   1             0   0   0   0             *   *   *   *
     30      "/resp"       1   1   1   1             0   0   0   0             *   *   *   *
     31      "/fogos"      1   1   1   1             0   0   0   0             *   *   *   *
     32      "/addpk"      1   1   1   1             0   0   0   0             *   *   *   *
     33      "/limparpk"   1   1   1   1             0   0   0   0             *   *   *   *
```

Ela é responsável pelo Index de cada Comando no jogo.