Alterações CommandManager

1. Foi removido as declarações de variáveis

int index = 0;

info.Index = index++;

```
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();

```
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());
```

4. Nova Função no CommandManager.cpp

```cpp
bool CCommandManager::GetInfoByName(int Index, COMMAND_LIST* lpInfo)
{
std::map<int, COMMAND_LIST>::iterator it = this->m_CommandInfo.find(Index);

if (it != this->m_CommandInfo.end())

{

        (*lpInfo) = it->second;

        return 1;

}

        return 0;

}

void CCommandManager::DiscountRequirement(LPOBJ lpObj, int index)

{

        COMMAND_LIST lpInfo;

        if (this->GetInfoByName(index, &lpInfo) == 0)

        {

                return;

        }

        if (lpInfo.Money[lpObj->AccountLevel] > 0)

        {

                lpObj->Money -= lpInfo.Money[lpObj->AccountLevel];

                GCMoneySend(lpObj->Index, lpObj->Money);

        }

        lpObj->CommandCheckTime[lpInfo.Index] = GetTickCount();

        gScriptLoader.OnCommandDone(lpObj->Index, index);

}
```

Exemplo:

```cpp
bool CCommandManager::GetInfoByName(int Index, COMMAND_LIST* lpInfo) // OK
{
    std::map<int, COMMAND_LIST>::iterator it = this->m_CommandInfo.find(Index);

    if (it != this->m_CommandInfo.end())
    {
        (*lpInfo) = it->second;
        return 1;
    }

    return 0;
}
```

```cpp
void CCommandManager::DiscountRequirement(LPOBJ lpObj, int index) // OK
{
    COMMAND_LIST lpInfo;

    if (this->GetInfoByName(index, &lpInfo) == 0)
    {
        return;
    }

    if (lpInfo.Money[lpObj->AccountLevel] > 0)
    {
        lpObj->Money -= lpInfo.Money[lpObj->AccountLevel];

        GCMoneySend(lpObj->Index, lpObj->Money);
    }

    lpObj->CommandCheckTime[lpInfo.Index] = GetTickCount();

    gScriptLoader.OnCommandDone(lpObj->Index, index);
}
```

5. Carregar no Header CommandManager.h

bool GetInfoByName(int Index, COMMAND_LIST* lpInfo);

void DiscountRequirement(LPOBJ lpObj, int index);

6. Adicionar gScriptLoader.OnCommandManager na função CCommandManager::ManagementCore()

```
if (gScriptLoader.OnCommandManager(lpObj->Index, CommandData.Index,
argument) != 0)
{
        this->DiscountRequirement(lpObj, CommandData.Index);
        return false;
}
```

Alterações Command.txt no MuServer

Foi adicionado uma nova Linha ID:

```
//========================================================================================
//                        [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.