

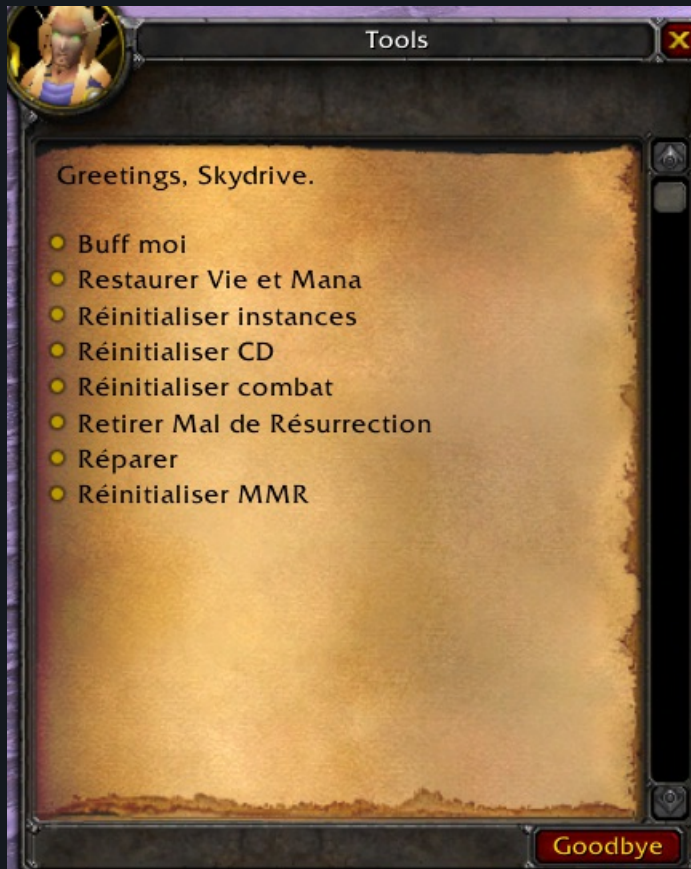
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## Npc Tools

killit

Je vous partage un script C++, offrant plusieurs possibilité. D'un simple buff à un kit de réinitialisation complet.

Script compatible avec la dernière version TC.



```
#include "ScriptedGossip.h"
#include "ArenaTeam.h"
#include "ArenaTeamMgr.h"

enum spells
{
    POWER_WORD_FORTITUDE = 48162,
    PRAYER_OF_SPRITE = 48074,
    SHADOW_BUFF = 48170,
    KINGS_BUFF = 43223,
    ARCANE_BUFF = 36880,
    MARK_OF_THE_WILD = 48469,
};

class Tools_npc : public CreatureScript
{
public:
    Tools_npc() : CreatureScript("Tools_npc") {}

    struct Tools_npcAI : public ScriptedAI
    {
```

```

Tools_npcAI(Creature* creature) : ScriptedAI(creature) {}

bool OnGossipHello(Player* player)
{
    ClearGossipMenuFor(player);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Buff moi", GOSSIP_SENDER_MAIN, 1);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Restaurer Vie et Mana", GOSSIP_SENDER_MAIN, 2);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Réinitialiser instances", GOSSIP_SENDER_MAIN, 3);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Réinitialiser CD", GOSSIP_SENDER_MAIN, 4);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Réinitialiser combat", GOSSIP_SENDER_MAIN, 5);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Retirer Mal de Résurrection", GOSSIP_SENDER_MAIN, 6);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Réparer", GOSSIP_SENDER_MAIN, 7);
    AddGossipItemFor(player, GOSSIP_ICON_DOT, "Réinitialiser MMR", GOSSIP_SENDER_MAIN, 8);
    SendGossipMenuFor(player, 1, me->GetGUID());
    return true;
}

bool OnGossipSelect(Player* player, uint32 menuId, uint32 gossipListId)
{
    uint32 const sender = player->PlayerTalkClass->GetGossipOptionSender(gossipListId);
    uint32 const action = player->PlayerTalkClass->GetGossipOptionAction(gossipListId);

    ClearGossipMenuFor(player);

    if (sender != GOSSIP_SENDER_MAIN)
        return false;

    switch (action)
    {
    case 1:
        player->CastSpell(player, POWER_WORD_FORTITUDE, true);
        player->CastSpell(player, KINGS_BUFF, true);
        player->CastSpell(player, MARK_OF_THE_WILD, true);
        player->CastSpell(player, PRAYER_OF_SPRITE, true);
        player->CastSpell(player, ARCANE_BUFF, true);
        player->CastSpell(player, SHADOW_BUFF, true);
        me->Whisper("Buff effectué.", LANG_UNIVERSAL, player);
        OnGossipHello(player);
        break;
    case 2:
        if(player->IsInCombat())
        {
            me->Whisper("Vous êtes en combat.", LANG_UNIVERSAL, player);
            CloseGossipMenuFor(player);
        }
        else if(player->GetPowerType() == POWER_MANA)
            player->SetPower(POWER_MANA, player->GetMaxPower(POWER_MANA));

        player->SetHealth(player->GetMaxHealth());
        me->Whisper("Wake up!", LANG_UNIVERSAL, player);
        OnGossipHello(player);
        break;
    case 3:
        for (uint8 i = 0; i < MAX_DIFFICULTY; ++i)
        {
            Player::BoundInstancesMap &binds = player->GetBoundInstances(Difficulty(i));
            for (Player::BoundInstancesMap::iterator itr = binds.begin(); itr != binds.end(); )
                player->UnbindInstance(itr, Difficulty(i));
        }
        me->Whisper("Instance réinitialisé.", LANG_UNIVERSAL, player);
    }
}

```

```

        OnGossipHello(player);
break;
case 4:
if(player->IsInCombat())
{
    me->Whisper("Vous êtes en combat.", LANG_UNIVERSAL, player);
    CloseGossipMenuFor(player);
}
me->Whisper("Vos CD sont prêts.", LANG_UNIVERSAL, player);
player->RemoveArenaSpellCooldowns();
    OnGossipHello(player);
break;
case 5:
    player->CombatStop();
    me->Whisper("Combat terminé.", LANG_UNIVERSAL, player);
    OnGossipHello(player);
break;
case 6:
if(player->HasAura(15007))
{
    player->RemoveAura(15007);
    me->Whisper("Mal de résurrection supprimé.", LANG_UNIVERSAL, player);
}
    OnGossipHello(player);
break;
case 7:
    player->DurabilityRepairAll(false, 0, false);
    me->Whisper("Votre équipement à été réparé.", LANG_UNIVERSAL, player);
    OnGossipHello(player);
break;
case 8:
for(int slot = 0; slot < 3; slot++)
{
    if(ArenaTeam* team = sArenaTeamMgr->GetArenaTeamById(player->GetArenaTeamId(slot)))
    {
        if(ArenaTeamMember *member = team->GetMember(player->GetGUID()))
        {
            member->ModifyMatchmakerRating(-(int)member->MatchMakerRating, slot);
            me->Whisper("Votre MMR à été remise à zéro.", LANG_UNIVERSAL, player);
            team->SaveToDB();
        }
    }
}
    OnGossipHello(player);
break;
}
return true;
    }
};

```

```

CreatureAI* GetAI(Creature* creature) const override

```

```

{
    return new Tools_npcAI(creature);
}

```

```

};

```

```

void AddSC_Tools_npc()

```

```

{
    new Tools_npc();
}

```

}



tools-npc.zip

2kB

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**iThorgrim**

Super ! Merci pour ce partage ! ☐☐

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