

Making The New Grade As Admin [1.5]

Hello everyone, how you all doing !

So, I know this is easy, but since skhan asked about it Imma release it 😊

This will make your new grade have the admin powers (such as: /admin_wall ... all these commands xD)

CSCCommon/MMatchObject.h

Search for IsAdminGrade(MMatchUserID nGrade)

Under

Code:

```
(nGrade == MMUG_ADMIN) ||
```

Add

Code:

```
(nGrade == MMUG_new_grade) ||
```

Gunz/ZChat.cpp

Search for ZChatCmdManager::CIF ADMIN;

You'll see somewhere above it, this line

Code:

```
(ZGetMyInfo()->GetUGradeID() == MMUG_DEVELOPER) ||
```

Add under it

Code:

```
(ZGetMyInfo()->GetUGradeID() == MMUG_new_grade) ||
```

Gunz/ZMyInfo.h

Search for IsAdminGrade()

At the end you'll see

Code:

```
(GetUGradeID() == MMUG_ADMIN) ||
```

Add after it (after ||)

Code:

```
(GetUGradeID() == MMUG_new_grade)
```

This should DO THE JOB xD, you can build now !

Please let me know if I missed a spot 🙏

Thank you <3