

kill command [1.5]

Hello again, imma make this really fast, since i've been asked 3 times in pm about this command, and some more command.

So just a **NOTE**: all other commands such as /freeze <player> or /respawn <player> as some guys wanted, it's the same as this one, so just do the same things, i'm not gonna do them all, too lazy XD !!!

Usage: /kill <player>

Gunz/ZChat_Cmds.cpp

Code:

```
void ChatCmd_Kill(const char* line, const int argc, char **const argv);
```

Code:

```
_CC_AC("kill", &ChatCmd_Kill, CCF_ADMIN|CCF_GAME, ARGVNoMin, 1, true, "/kill <charname>", "");
```

Code:

```
void ChatCmd_Kill(const char* line, const int argc, char **const argv)
{
    if(argc < 2)
    {
        ZChatOutput("Usage: /kill <charname>",
ZChat::CMT_SYSTEM);
        return;
    }
    ZPOSTCMD2(MC_KILL_THIS_PLAYER, MCmdParamStr(""),
MCmdParamStr(argv[1]));
}
```

Gunz/ZGameClient_OnCommand.cpp

Code:

```
case MC_KILL_THIS_PLAYER:
{
    char AdminName[256] = "";
    char TargetName[256] = "";
    char szMsg[256];

    if(ZGetMyInfo()->IsAdminGrade())
        break;

    pCommand->GetParameter(AdminName, 0, MPT_STR,
sizeof(AdminName));
    pCommand->GetParameter(TargetName, 1, MPT_STR,
sizeof(TargetName));
    ZCharacterManager *pZCharacterManager =
ZGetCharacterManager();
    if (pZCharacterManager != NULL)
    {
```

```

        for (ZCharacterManager::iterator itor =
pZCharacterManager->begin(); itor != pZCharacterManager->end();
++itor)
        {
            ZCharacter* pCharacter = (*itor).second;
            if (strcmp(pCharacter->GetProperty()-
>GetName(), TargetName) == 0)
                pCharacter->SetHP(0);
        }
        sprintf(szMsg, "^2%s has slained %s", AdminName,
TargetName);
        ZChatOutput(szMsg);
    }
    break;

```

CSCCommon/MMatchServer_OnCommand.cpp

Code:

```

case MC_KILL_THIS_PLAYER:
{
    char AdminName[256] = "";
    char TargetName[256] = "";
    char szMsg[256];

    if(!pCommand->GetParameter(AdminName, 0, MPT_STR))
        break;
    MMatchObject* pChar = GetObjectA(pCommand-
>GetSenderUID());
    pCommand->GetParameter(TargetName, 1, MPT_STR,
sizeof(TargetName));

    if(pChar == NULL)
        break;
    if(!IsAdminGrade(pChar))
        break;

    MCommand* pCmd = CreateCommand(MC_KILL_THIS_PLAYER,
MUID(0,0));
    pCmd->AddParameter(new MCmdParamStr(pChar->GetName()));
    pCmd->AddParameter(new MCmdParamStr(TargetName));
    RouteToStage(pChar->GetStageUID(), pCmd);
    sprintf(szMsg, "^2You have slained %s", TargetName);
    Announce(pChar->GetUID(), szMsg);
}
break;

```

CSCCommon/MSharedCommandTable.cpp

Code:

```

C(MC_KILL_THIS_PLAYER, "Admin.KillPlayer", "",
MCDT_MACHINE2MACHINE)
    P(MPT_STR, "AdminName")
    P(MPT_STR, "TargetName")

```

CSCommon/MSharedCommandTable.h

Code:

```
#define MC_KILL_THIS_PLAYER          XXXXXX // Here put a new ID  
(not found in the file)
```

Forgive me if it could have been done shorter, but I did it real quick in my way,
without looking twice on code, just for those who pm'd me, and ofc for who need
this 😊

PEACE MATES 🙌😁🙌