

codegenerators.pl (<http://codegenerators.pl/>)

Zestaw narzędzi dla programistów piszących w PAWN.

The screenshot displays the codeGenerators.pl website interface. The top navigation bar includes 'codeGenerators.pl', 'Generatory', 'Narzędzia', 'Changelog', 'Ciastka', and 'Kontakt'. The left sidebar contains several tool categories:

- Licznik klamer: 296 (Licz)
- Układacz kodu: Układ
- Parser błędów: Parse
- Brak błędów
- Konwerter: Konwertuj
- Format wejściowy obiektów: Automatycznie wykrywanie
- Format wyjściowy obiektów: MTA
- Format wejściowy pojazdów: Automatycznie wykrywanie
- Format wyjściowy pojazdów: MTA
- Globalne ustawienia
- Dodaj nowy format

The main editor area shows a code snippet with line numbers 1032 to 1079. The code is aPawn script function for a login process:

```
1032 serverMain(playerId, playerId, mysql_insert_id);
1033 Format(string, sizeof string, "INFO: grayPoprawnie zalozyles konto na serwerze. Twoje haslo: "whit
1034 sendClient(playerId, qgreen, string);
1035 SetPVarInt(playerId, "login", 1);
1036 PlayerTextDrawSetString(playerId, userbarPlayer[3][playerId], "--G-ON");
1037 SetPVarInt(playerId, "licznikDriftu", 1);
1038 giveMoney(playerId, 1000);
1039
1040 PlayerTextDrawSetString(playerId, userbarPlayer[4][playerId], "--G-ON");
1041 SetPVarInt(playerId, "licznik", 1);
1042 showTextDraws(playerId);
1043 mysql_free_result();
1044 return 1;
1045 }
1046
1047
1048 if(dialogid == GUI_LOGIN)
1049 {
1050     new pass[32];
1051     if(!response)
1052     {
1053         showDialog(playerId, GUI_NOT_KICK, DIALOG_STYLE_MSGBOX, name"Logowanie", white"Niestety, aby na
1054             togglePlayerControllable(playerId, 0);
1055         return 1;
1056     }
1057
1058     mysql_real_escape_string(inputtext, pass);
1059     mysql_query_format("SELECT `register_date`, `money`, `drift_points`, `admin`, `speedmeter`, `drift_c
1060         mysql_store_result();
1061
1062     if(mysql_num_rows())
1063     {
1064         new dest[128], drift_points, money, score, register_date[20], admin, speedmeter, drift_counter,
1065
1066         mysql_fetch_row(dest);
1067         sscanf(dest, "%s%20s%10s%10s%10s", register_date, money, drift_points, admin, speedmeter, dri
1068
1069         giveMoney(playerId, money);
1070         setDrift(playerId, drift_points);
1071         SetPVarInt(playerId, "player_id", playerId);
1072         setScore(playerId, score);
1073         SetPVarInt(playerId, "commands", comm);
1074
1075         if((gettime() - drift_bonus_add) < drift_bonus_time)
1076         {
1077             SetPVarInt(playerId, "drift_bonus", drift_bonus);
1078             SetPVarInt(playerId, "drift_bonus_add", drift_bonus_add);
1079             SetPVarInt(playerId, "drift_bonus_time", drift_bonus_time);
```