
Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [dead6re](#) on Sun, 13 Aug 2006 10:50:31 GMT
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```
ConsoleCommand::ConsoleCommand()
{
    __asm {
        lea eax, this
        push eax
        mov ecx, 0xAddress
        mov eax, 0xAddress
        call eax
    }
}
```

A little help.
