Subject: Re: Scripts Part 3
Posted by reborn on Wed, 20 Jun 2007 22:21:37 GMT

joe937465 wrote on Wed, 20 June 2007 16:52i aslo try t make a simple ! command then pasges u with a text what did i do wrong?

Here is a simple chat hook addition that when the player says "!testmsg" the server will send a message to the server saying "hey man, don't test me".

```
if (stricmp(Msg2,"!testmsg") == 0)
{
     char Text[256];
 sprintf(Text,"msg hey man, don't test me");
 Console_Input(Text);
  }
```

You are basically missing the "Char Text[256];"