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Subject: Re: Plugins for SSGM

Posted by [Hex](#) on Tue, 26 Jun 2007 07:16:12 GMT

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in plugin.cpp

chat command

```
class TestChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Console_Input(StrFormat("page %d loltest parameters: %s",ID,Text(1).c_str()).c_str());
}
};
ChatCommandRegistrant<TestChatCommand>
TestChatCommandReg("!test",CHATTYPE_ALL,1,GAMEMODE_ALL);
```

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