Subject: Re: can anyone just help me finish my code?
Posted by _SSnipe_ on Tue, 26 Jun 2007 22:09:47 GMT

well it it for some mods but idk how to edit brenbot to do that so im just using nick
and for this

```
std::string ChatMsg(Msg2);
else if (ChatMsg.substr(0, 9) == "!Teleport") {
const char* TargetName = Get_Player_Name_By_ID(atoi(ChatMsg.substr(10).c_str));
```

im not knowing what i does LOL