Subject: SSGm Script Question Posted by <u>SSnipe</u> on Sat, 07 Jul 2007 06:47:12 GMT View Forum Message <> Reply to Message

i think this is the basic chat hook

```
class exampleChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (!_stricmp(Get_Player_Name_By_ID(ID),"<nick>")) {
      GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
      Commands->(what ever i want)
    }
  }
}
ChatCommandRegistrant<exampleChatCommand>
exampleChatCommandReg("!example",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

dont mind what i edited i just added some of the stuff

but the problem is i got to have about one code per renegade char and i have to make a new code per nickname of who can use the command how can i just edit this to make it so its one code like above but hav more then 1 person can use it so i dotn ahve to make 1 code per char and then that overgame with like 15 mods

Command and Conquer: Renegade Official Forums

please help and thasnk you

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