
Subject: Re: Chat Hook.

Posted by [reborn](#) on Sat, 07 Jul 2007 10:15:10 GMT

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Copy paste this over the existing chat hook.

```
const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {
    GameObject *obj = Get_GameObj(ID);
    if (Type == 2) return;
    if (Settings->Gamelog && Settings->NewGamelog) Gamelog_Chat_Hook(ID,Type,Msg);
    if (Type == 1)
    {
        const char *Msg2 = WideCharToChar(Msg);
        if (stricmp(Msg2,"!bind") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),1);
        }
        else if (stricmp(Msg2,"!unbind") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),2);
        }
        else if (stricmp(Msg2,"!lock") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),3);
        }
        else if (stricmp(Msg2,"!unlock") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),4);
        }
        else if (stricmp(Msg2,"!bl") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),5);
        }
        else if (stricmp(Msg2,"!c4") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),6);
        }
        else if (stricmp(Msg2,"!vkick") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),7);
        }
        else if (stricmp(Msg2,"!fly") == 0)
        {
            Commands->Attach_Script(obj,"jfw_flying_infantry","");
        }
    }
}
```

}