
Subject: SSGM Help

Posted by [Sn1per74*](#) on Sun, 29 Jul 2007 03:21:02 GMT

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I have a few questions about chat hooks. First off, how do you make the command effect a player besides yourself. For example,

!kill (player)

2. Can you rotate objects using C++?

3. I have this code...

Quote:else if (strncmp(Msg3,"!wall",5) == 0) { // change 12 to how many letters command + ! is
change !yourcommand to what you want

```
if (obj){ // LEAVE THIS VERY IMPORTANT
```

```
Vector3 Pos = Commands->Get_Position(obj);
```

```
Pos.X += 3;
```

```
Commands->Create_Object("GDI_Humm-vee_Player",Pos);
```

```
Commands->Set_Model("GDI_Humm-vee_Player",obj);
```

```
char message[256];
```

```
sprintf(message,"ppage %d Wall... Created",ID);
```

```
Console_Input(message);
```

```
}
```

```
}
```

I'm trying to set the model of the Humm-vee to the large_blocker. But this code isn't working. What am I doing wrong?
