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Subject: Re: Add Scripts

Posted by [reborn](#) on Tue, 04 Dec 2007 18:52:41 GMT

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Add this to gmmain.cpp and compile it, then when you type "!help" in team chat it will page you the string in the quote marks.

This is based on ssgm.

```
class helpChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Console_Input(StrFormat("page %d available commands to use in this server are !rules !host
!servername !version",ID).c_str());

    }
};
ChatCommandRegistrant<helpChatCommand>
helpChatCommandReg("!help",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

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