
Subject: Re: Parachute function

Posted by [wittebolx](#) on Tue, 15 Jan 2008 13:25:41 GMT

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i use this to test the script Hex made, but nothing happened

```
class paraChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Attach_Script(obj,"Parachute","");
}
};
ChatCommandRegistrant<paraChatCommand>
paraChatCommandReg("!para",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

what am i doing wrong?
