
Subject: Re: Code Release - !ping command
Posted by [Cat998](#) on Wed, 23 Jan 2008 15:58:11 GMT
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```
class PingChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    char msg[256];
    sprintf(msg, "message %s, your ping is %d.", Get_Player_Name_By_ID(ID), Get_Ping(ID));
    Console_Input(msg);

}
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```
