Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Mon, 25 Feb 2008 01:52:59 GMT

Sniperhid wrote on Thu, 21 February 2008 00:19
```
const char *Msg3 = WideCharToChar(Msg);
 else if (strncmp(Msg3,"!killme",7) == 0) {
  if (obj){
  Commands->Destroy_Object(obj);
  char message[256];
  sprintf(message,"cmsgp %d 90,250,90 [EKTRPG] You have been killed.",ID);
  Console_Input(message);
  return;
  }
  }
```

the ID var is given in the chat hook: SSGM_Chat_Hook, yeah you can tell me off for not using the
tokenized stuff, but this works perfectly fine.
Okay, how do I use this?