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Subject: Re: Script Request

Posted by [ExEric3](#) on Tue, 13 May 2008 05:01:16 GMT

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SSnipe wrote on Tue, 13 May 2008 05:06: it works now how i turn it off lol?  
will this work

```
class fogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(o);
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);
        Commands->Set_Rain(10.0f,3.5f,false);
}
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

And what about timers?

It's harder but if you look better on reborn's codes I'm sure you will know it.

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