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Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 17:20:55 GMT

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reborn wrote on Tue, 13 May 2008 01:39Try this

```
class fogoffChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(0);
        Commands->Set_Rain(0.0f,1.0f,true);
}
};
ChatCommandRegistrant<fogoffChatCommand>
fogoffChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

forgot to say also including turning rain off to =/ I THINK ill i ahve to do is trun the true to false on the rain string correct reborn?

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