
Subject: Re: XYZ

Posted by [mr£Ä\\$Ä-z](#)

on Fri, 16 May 2008 16:12:00 GMT

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All you need is to look at this code and test it:

!Ramp

Replace MonkeyX01 with your name!!!

```
class RampChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 position;
    position = Commands->Get_Position(obj);
    position.Z -= 0.100;
    position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
    const char * name = Get_Player_Name(obj);
    if (strcmp(name, "MonkeyX01") == 0)
    {
        GameObject *Ramp = Commands->Create_Object("GDI Gunboat", position);
        Commands->Set_Model(Ramp, "dsp_ramp");
        Commands->Set_Player_Type(Ramp, 2);
        Commands->Set_Facing(Ramp, Commands->Get_Facing(obj)-180);
        char message[1000];
        const char *Player = Get_Player_Name(obj);
        sprintf(message,"msg %s has Created a Ramp.", Player);
        Console_Input(message);
    }
};
ChatCommandRegistrant<RampChatCommand>
RampChatCommandReg("!ramp",CHATTYPE_ALL,0,GAMEMODE_AOW);
```