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Subject: Re: XYZ

Posted by [mr£Ä\\$Ä-z](#)

on Sat, 17 May 2008 16:52:28 GMT

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Doesnt work.

```
class WChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Set_Wireframe_Mode(1);
}
};
```

```
ChatCommandRegistrant<WChatCommand>
WChatCommandReg("!w",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

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