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Subject: Re: Having problems with C++  
Posted by [jnz](#) on Wed, 18 Jun 2008 02:22:35 GMT  
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```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
int player = atoi(Text[1].c_str());
GameObject *obj = Get_GameObj(player);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
Vector3 gotoLocation = Commands->Get_Position(gotoObject);
Commands->Set_Position(obj,gotoLocation);
}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

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