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Subject: Turning on/off vehicle engine.

Posted by [HeavyX101- Left](#) on Thu, 19 Jun 2008 03:45:02 GMT

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Ok guys, here is a chat hook i made and i want to share it

TurnON

```
class e_onChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    GameObject *veh = Get_Vehicle(obj);
    Console_Input(StrFormat("cmsg 166,149,56 [BSS: Engine is on!] ").c_str());
    Commands->Enable_Engine(veh,1);

}
};
ChatCommandRegistrant<e_onChatCommand>
e_onChatCommandReg("!engine_on",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

TurnOFF

```
class e_offChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    GameObject *veh = Get_Vehicle(obj);
    Console_Input(StrFormat("cmsg 166,149,56 [BSS: Engine is off!] ").c_str());
    Commands->Enable_Engine(veh,0);

}
};
ChatCommandRegistrant<e_offChatCommand>
e_offChatCommandReg("!engine_off",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Just put them both in gmmain.cpp and it will work. (for begginers)

Usage: !engine\_on = turn on the engine. !engine\_off = turn off the engine!

Have fun

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