
Subject: Re: Turning on/off vehicle engine.
Posted by [reborn](#) on Thu, 19 Jun 2008 04:45:09 GMT
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Cool, but try this...

```
class e_onChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

if(Get_Vehicle(Get_GameObj(ID))){
Commands->Enable_Engine(Get_Vehicle(Get_GameObj(ID)),1);
Console_Input(StrFormat("cmsg 166,149,56 [BSS: Engine is on!] ").c_str());
}
else{
Console_Input(StrFormat("ppage %d You must be driving a vehicle to use this
command.",ID).c_str());
}
}
};
ChatCommandRegistrant<e_onChatCommand>
e_onChatCommandReg("!engine_on",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

You might also consider setting a boolean so you can use the same command to turn it on/off.
