

---

Subject: Re: C++ Problem.

Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 02:00:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
// SCRIPT MADE BY HEAVYX101, REMEMBeR THAT!
class presetbuildChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    GameObject *Own = Get_GameObj(ID);
    const char *preset = Commands->Get_Preset_Name(Text[1].c_str());
    Vector3 position;
    position = Commands->Get_Position(obj);
    position.Z += 0;
    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)));
    {

    GameObject *object = Commands->Create_Object("%d",preset);
    Console_Input(StrFormat("msg WORKS!").c_str());
    Commands->Set_Facing(obj, Commands->Get_Facing(obj)-180);
    }
    };
ChatCommandRegistrant<presetbuildChatCommand>
presetbuildChatCommandReg("!pbuid",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

That is the whole command i'm working on.

---