
Subject: Re: Renegade SSMods Archive

Posted by [mr£\\$A-z](#) on Sat, 17 Jan 2009 12:26:00 GMT

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Very nice work reborn Thanks very much

```
class RTCChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Settings->EnableRTC) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
}
};
ChatCommandRegistrant<RTCChatCommand>
RTCChatCommandReg("!Swap",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class RTC2ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Settings->EnableRTC) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
}
};
ChatCommandRegistrant<RTC2ChatCommand>
RTC2ChatCommandReg("!SWAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class RTC3ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Settings->EnableRTC) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
}
};
ChatCommandRegistrant<RTC3ChatCommand>
RTC3ChatCommandReg("!swap",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You can cutt the code with "!Swap;!swap;!SWAP"

```
class RTC3ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
```

```
    if (Settings->EnableRTC) {  
RequestTeamChange(Get_Player_Name_By_ID(ID));  
    }  
}  
};  
ChatCommandRegistrant<RTC3ChatCommand>  
RTC3ChatCommandReg("!Swap;!swap;!SWAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

anyway, im gonna use my VET system for normall Points, no VET Points
