Is this correct?

```
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *object = Get_GameObj(ID);
if(GDICommander[ID] || NodCommander[ID]){
 if(GDICommander[ID]){
  if(GDIDropActive){
  if(GDITeamFund >= CSettings->supplycost){
   GDITeamFund = GDITeamFund - CSettings->supplycost;
//Create the supply drop here
Commands->Create_2D_WAV_Sound("m00evag_dsgn0063i1evag_snd.wav");
Vector3 position = Commands->Get_Position(object);
GameObject *flare = Commands->Create_Object("Invisible_Object",position);
Commands->Set_Model(flare,"ag_sigflare_gld");
Commands->Attach_Script(flare,"Test_Cinematic","GDI_MedDrop.txt");
   GDIDropActive = false;
GameObject *dropsetter = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(dropsetter,"reb_GDI_drop_setter","");
  }
  else{
Console_Input(StrFormat("ppage %d you do not have enough money in the Team Fund to order a
tank drop.",ID).c_str());
  }
}
  else{
Console_Input(StrFormat("ppage %d The \"!meddrop\" command is not available yet. It can be
used every %i seconds",ID,CSettings->droptimer).c_str());
  }
 }
 else if(NodCommander[ID]){
if(NodDropActive){
  if(NodTeamFund >= CSettings->supplycost){
   NodTeamFund = NodTeamFund - CSettings->supplycost;
//Create the supply drop here
   //mx0_trooper1_112.wav
   Commands->Create_2D_WAV_Sound("m00evag_dsgn0063i1evag_snd.wav");
Vector3 position = Commands->Get_Position(object);
GameObject *flare = Commands->Create_Object("Invisible_Object",position);
Commands->Set_Model(flare,"ag_sigflare_gld");
Commands->Attach_Script(flare,"Test_Cinematic","Nod_LightDrop.txt");


   NodDropActive = false;
GameObject *dropsetter = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(dropsetter,"reb_Nod_drop_setter","");
```

```
  }
  else{
Console_Input(StrFormat("ppage %d you do not have enough money in the Team Fund to order a
tank drop.",ID).c_str());
  }
}
  else{
Console_Input(StrFormat("ppage %d The \"!lightdrop\" command is not available yet. It can be
used every %i seconds",ID,CSettings->droptimer).c_str());
  }
 }
}
else{
Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
}


}
};
ChatCommandRegistrant<TankChatCommand>
TankChatCommandReg("!meddrop;!mediumtank;!medtank;!mediumtankdrop;!lightdrop;lighttank;!l
ighttankdrop;!light;!med",CHATTYPE_ALL,0,GAMEMODE_ALL);
```