
Subject: Re: chatcommand

Posted by [snazy2000](#) on Sat, 08 Oct 2011 07:10:36 GMT

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No i mean so if lets say you had a chat command

!help

the code could be

```
Console_Input("msg Help Me Bla Bla Bla");
```

and you wanted that to come up on keypress

you would put

```
void KB_keyhook::KeyHook()  
{  
    Console_Input("msg Help Me Bla Bla Bla");  
}  
ScriptRegistrant<KB_keyhook> KB_keyhook_Registrant("KB_keyhook","");
```