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Subject: weird reaction with const w\_chart  
Posted by [robbyke](#) on Fri, 09 Mar 2012 13:21:38 GMT  
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::onchat call  
Toggle Spoiler

```
bool Kambot::OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
    Kambot_Commands(PlayerID,Type,Message,recieverID);

    return true;
}
```

start of the called function  
Toggle Spoiler

```
void Kambot_Commands(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
    Console_Input("msg functie ok");
    StringClass Msg;
    Msg.Format("msg %s",Message);
    Console_Input(Msg);
    if (wcsstr(Message,L"!") != NULL)
    {
        Console_Input("msg message ok");
```

keyhook function  
Toggle Spoiler

```
void KB_keyhook::KeyHook()
{
    if((The_Game()->Get_Game_Duration_S() - LastPress) >= 1){
        StringClass Msg;
        const wchar_t* message = (const wchar_t*)Get_Parameter("Command");
        Kambot_Commands(Get_Player_ID(Owner()),TEXT_MESSAGE_TEAM,message,-1);
        Msg.Format("msg %s",(const wchar_t*)Get_Parameter("Command"));
        Console_Input(Msg);
        LastPress = The_Game()->Get_Game_Duration_S();
    }
}
ScriptRegistrant<KB_keyhook>
```

```
KB_keyhook_Registrant("KB_keyhook","Key:string,Command:string");
```

what happens:

if i use a command in game the command works.  
but the message is just a ! according to the game

but when i use my chathook the message is more and the command wont work

now i wonder what i do wrong.  
probably my conversion.

### File Attachments

1) [keyhook.png](#), downloaded 516 times



2) [onchat hook.png](#), downloaded 520 times

