
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

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```
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:

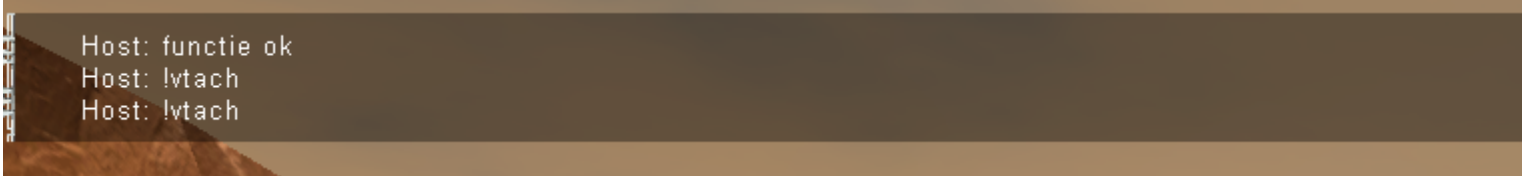
if i use a command in game the command works.
but the message is just a ! according to the game

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 969 times



2) [onchat hook.png](#), downloaded 949 times

