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Subject: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Tue, 29 May 2012 08:51:39 GMT  
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ChatCommandClass  
ChatCommandRegistrant  
TokenClass

It doesn't let me use them.

Here's the code I did.

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

    GameObject *obj = Get_GameObj(ID);
    int cost = 1200;
    const char *item = "Pic";
    const char *powerup = "POW_PersonallonCannon_Player";
    // const char *wepname = "Weapon_PersonallonCannon_Player";

    if (Commands->Get_Money(Get_GameObj(ID)) < cost)
    {
        Console_Input(StrFormat("sndp %d m00evag_dsgn0028i1evag_snd.wav",ID).c_str());
        Console_Input(StrFormat("ppage %d you need %d to buy a %s",ID, cost, item).c_str());
    }
    else
    {
        Commands->Give_PowerUp(obj, powerup, 1);
        // Set_Clip_Bullets(obj,wepname,Get_Max_Clip_Bullets(obj,wepname));
        Commands->Give_Money(obj, static_cast<float>(-cost), false);
        Console_Input(StrFormat("msg %s just bought a %s ",Get_Player_Name(obj), item,
cost).c_str());

    }
}
};

ChatCommandRegistrant<picChatCommand>
picChatCommandReg("!personal_ion_cannon;!pic",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

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