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Subject: Chat Hook.

Posted by [Sn1per74\\*](#) on Fri, 06 Jul 2007 21:25:31 GMT

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Somebody was attempting to help me make a chat hook. A !fly command. He led me to the chat hook, but he told me there was anohter just like it and I was editing the wrong one. What did I do??!?!?

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Subject: Re: Chat Hook.

Posted by [reborn](#) on Fri, 06 Jul 2007 22:46:44 GMT

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What Server side source code are you using?

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Subject: Re: Chat Hook.

Posted by [Sn1per74\\*](#) on Fri, 06 Jul 2007 22:56:35 GMT

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Aow.cpp SSAOW V 1.51

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Subject: Re: Chat Hook.

Posted by [Genesis2001](#) on Fri, 06 Jul 2007 23:01:58 GMT

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Use SSGM 2.01 and LuaPlugin.

-MathK1LL

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Subject: Re: Chat Hook.

Posted by [Sn1per74\\*](#) on Fri, 06 Jul 2007 23:04:05 GMT

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I've tried to use LUA plugin... But it never works. I might when you guys get some bugs out.

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Subject: Re: Chat Hook.

Posted by [jnz](#) on Sat, 07 Jul 2007 02:59:55 GMT

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The bugs are in your code

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Subject: Re: Chat Hook.

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 08:34:10 GMT

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check my pm

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Subject: Re: Chat Hook.

Posted by [reborn](#) on Sat, 07 Jul 2007 10:15:10 GMT

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Copy paste this over the existing chat hook.

```
const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {
    GameObject *obj = Get_GameObj(ID);
    if (Type == 2) return;
    if (Settings->Gamelog && Settings->NewGamelog) Gamelog_Chat_Hook(ID,Type,Msg);
    if (Type == 1)
    {
        const char *Msg2 = WideCharToChar(Msg);
        if (stricmp(Msg2,"!bind") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),1);
        }
        else if (stricmp(Msg2,"!unbind") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),2);
        }
        else if (stricmp(Msg2,"!lock") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),3);
        }
        else if (stricmp(Msg2,"!unlock") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),4);
        }
        else if (stricmp(Msg2,"!bl") == 0)
        {
            VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),5);
        }
        else if (stricmp(Msg2,"!c4") == 0)
        {

```

```
VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),6);
}
else if (strcmp(Msg2,"!vkick") == 0)
{
VehicleOwner(Commands->Get_ID(Get_GameObj(ID)),7);
}
else if (strcmp(Msg2,"!fly") == 0)
{
Commands->Attach_Script(obj,"jfw_flying_infantry","");
}
}
}
```

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Subject: Re: Chat Hook.

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 19:14:48 GMT

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pretty much same code i pmmmed u but without teh rest of it (the chat hook stuff ) lol

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