
Subject: scripts

Posted by [snazy2000](#) on Sun, 21 Sep 2008 13:04:15 GMT

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is there any way of detecting if a player attacked??

i found this

```
if (!Is_Script_Attached(o, "JFW_Stealth_Generator_Ignored"))
```

but can this be changed to "", ""

and is there away of and fuction that can make 1 caht command do another chat command

made up

```
Do_Chat_Command("TEST2");
```

eg

```
class TESTChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
Do_Chat_Command("TEST2");
    }
};
ChatCommandRegistrant<TESTChatCommand>
TESTChatCommandReg("!eg",CHATTYPER_ALL,0,GAMEMODE_AOW);
```

Subject: Re: scripts

Posted by [snazy2000](#) on Mon, 22 Sep 2008 11:20:37 GMT

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can any 1 help

Subject: Re: scripts

Posted by [jnz](#) on Mon, 22 Sep 2008 11:47:15 GMT

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It would help if we knew what you were actually trying to do. Don't know about anyone else but I can't make out a work you've typed there.

Subject: Re: scripts

Posted by [wittebolx](#) on Mon, 22 Sep 2008 17:13:17 GMT

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if im reading this ok he wants a chat command that activates another command/script.

and a script that detects who attacked you like the one BR has.
