
Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [jnz](#) on Sun, 13 Aug 2006 18:42:54 GMT
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```
ConsoleCommand::ConsoleCommand()  
{  
    __asm {  
        lea eax, this  
        push eax  
        mov ecx, 0xAddress  
        mov eax, 0xAddress  
        call eax  
    }  
}
```

so would this function do? if called?
