i think this is the basic chat hook

```
class exampleChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  if (!_stricmp(Get_Player_Name_By_ID(ID),"<nick>")) {
   GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
   Commands->(what ever i want)
  }
 }
};
ChatCommandRegistrant<exampleChatCommand>
exampleChatCommandReg("!example",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****************************************************************************
```

*dont mind what i edited i just added some of the stuff*

but the problem is i got to have about one code per renegade char and i have to make a new code
per nickname of who can use the command how can i just edit this to make it so its one code like
above but hav more then 1 person can use it so i dotn ahve to make 1 code per char and then
that overgame with like 15 mods

please help and thasnk you