meh, i'll write some shit code for you.

make sure

#include <fstream>

is at the top of the cpp file


```
bool Is_Mod(const char *Name)
{
    fstream file("mods.txt", ios::in);
    string tmp;
    while(file >> tmp)
    {
      if(strcmp(Name, tmp.c_str()) == 0)
       {
           return 1;
       }
    }
    return 0;
}

class exampleChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
     if(Is_Mod(Get_Player_Name_By_ID(ID))
     {
        Commands->(do something)
     }
     else
     {
         //this player isn't a mod
     }

};
```


then, in mods.txt

<nick1>
<nick2>
<nick3>