
Subject: Re: Music

Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 01:30:29 GMT

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this is what i got so far for building i dont think it'll work but uim trying

```
class BKChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(Is_Mod(Get_Player_Name_By_ID(ID))
    {
        Commands->Set_Shield_Type(obj,"Blamo");
        Set_Damage_Points(obj,0.0f);
        Set_Death_Points(obj,0.0f);
        if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Advanced_Guard_Tower"))
        if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Barracks"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_War_Factory"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Power_Plant"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_GDI_Refinery"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Obelisk"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_Hand_of_Nod"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Airstrip"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Power_Plant"))
if (strstr(Commands->Get_Preset_Name(obj),"mp_Nod_Refinery"))
    }

};
ChatCommandRegistrant<BKChatCommand>
BKCommandReg("!BK",CHATTYPE_ALL,0,GAMEMODE_ALL);

//*****
```