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Subject: SSGM Chat Hook

Posted by [Genesis2001](#) on Fri, 20 Jul 2007 00:09:17 GMT

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Can someone help me with this? I'm trying to figure out how to add commands and I think figured it out, but don't know the syntax for adding commands.

```
void Chat(int ID, TextMessageEnum Type, const wchar_t *Msg2) {
    if (!Data->Plugins.empty()) {
        std::vector<PluginInfo*>::const_iterator it;
        for (it = Data->Plugins.begin(); it != Data->Plugins.end(); ++it) {
            if ((*it)->Type == Plugin) {
                if ((*it)->ChatHookHandle) {
                    (*it)->ChatHookHandle(ID, Type, Msg2);
                }
            }
        }
    }
}
```

```
if (Type == 2) {
    return;
}
if (Settings->Gamelog && Settings->NewGamelog) {
    Gamelog_Chat_Hook(ID, Type, Msg2);
}
```

```
std::string Msg = WideCharToString(Msg2);
if (Msg[0] == '!' && !Data->Commands.empty()) {
    TokenClass Text(Msg);
    std::string Command = Text[1];
    Text.erase(1);
    Data->Trigger_Chat_Command(ID, Type, Command, Text);
}
}
```

I'm pretty sure that this is where I'd add the commands, but don't know the syntax. :/

```
if (Type == 2) {
    return;
}
```

-MathK1LL

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