
Subject: Re: SSGM Help

Posted by [Whitedragon](#) on Sun, 29 Jul 2007 04:01:37 GMT

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Wall command

```
class WallChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID); //Gets the gameobj of the player using the command.
    if (obj) {
        Vector3 Pos = Commands->Get_Position(obj);
        Pos.X += 3.0f;
        GameObject *Wall = Commands->Create_Object("GDI_Humm-vee_Player",Pos);
        Commands->Set_Model(Wall,"whatever");
        Console_Input(StrFormat("ppage %d Wall... Created",ID).c_str());
    }
}
};
ChatCommandRegistrant<WallChatCommand>
WallChatCommandReg("!wall",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

The following will take the first word that comes after the command, treat it as a nick, and try to get the gameobj associated with it.

```
GameObject *obj = Get_GameObj_By_Player_Name(Text[1].c_str());
```
