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Subject: Re: SSGM Help

Posted by [Sn1per74\\*](#) on Sun, 29 Jul 2007 04:51:18 GMT

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Whitedragon wrote on Sat, 28 July 2007 23:01Wall command

[code]

```
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());
    }
}
};
```

I dun quite get that. I don't see a ! commands or anything like that in there.

BTW: Thanks a whole lot WD- you da best!

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