
Subject: Code Release - !ping command

Posted by [ExEric3](#) on Wed, 23 Jan 2008 11:45:35 GMT

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Here is the code of !ping command for scripts.dll - Add this code at the end of the file "gmmain.cpp":

```
class PingChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Console_Input(StrFormat("message %s, your ping is
%d.",Get_Player_Name_By_ID(ID),Get_Ping(ID)).c_str());

}
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Thanks to jindrak2 for help.
