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Subject: Re: Script Request

Posted by [reborn](#) on Sun, 11 May 2008 23:06:30 GMT

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Erm, this should work then...

```
class fogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);
}
};
ChatCommandRegistrant<fogChatCommand>
fogChatCommandReg("!fog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

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