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Subject: Re: Script Request

Posted by [\\_SSnipe\\_](#) on Thu, 15 May 2008 04:57:59 GMT

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well it seems likees evrtyhing fine but i cant get my  
clouds  
war blitz  
lightning  
wind

as for the lightning and war blitz or how ever you say iti did the command the way  
EA-DamageEverything posted above with that info i made the chat hook

heres what i got

```
class LightningChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
Set_Lightning(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);  
}  
};
```

```
ChatCommandRegistrant<LightningChatCommand>  
LightningChatCommandReg("!Lightning",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class warChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
Set_War_Blitz(0.80f,0.00f,1.00f,239.0f,0.80f,3.5f);  
}  
};
```

```
ChatCommandRegistrant<warChatCommand>  
warChatCommandReg("!war",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

another problem is how cna i get the sky to change color? iv seen it on kamuix serv...they done it  
blue and green and red....i tried to ask them but no one answers i think they used

commands->Set\_Screen\_Fade\_Color

if not can someone tell me what they used?  
with that i tried to make this but no luck ether

```
class greenfogChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
commands->Set_Screen_Fade_Color(Get_Float_Parameter("green"),0.0f);
}
};
```

```
ChatCommandRegistrant<greenfogChatCommand>
greenfogChatCommandReg("!greenfog",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

but im mostly sure im complelty wrong

pleas ehelph and thank you

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