
Subject: Re: Script Request

Posted by [_SSnipe_](#) on Fri, 16 May 2008 19:06:54 GMT

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can u tell me why this wont work?

```
class greenChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Commands->Set_Screen_Fade_Color(0.0f,255.0f,0.0f,3.5f);
}
};
```

```
ChatCommandRegistrant<greenChatCommand>
greenChatCommandReg("!green",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

heres how i try to learn from

```
typedef void (*_Set_Screen_Fade_Color_Player) (GameObject *obj,float red,float green,float
blue,float transition);
```

im guessing it may make shit green like iv seen servers turn the sky green and red and blue
