
Subject: Wireframe Mode C++

Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 May 2008 23:11:11 GMT

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For all Peoples who wanted to Test the Wireframe Mode, here a Code to Toggle it ON and OFF.
Scripts 2.9.2 are needed!

Commands: !on and !off

Heres a Code to Enable Wireframe Mode:

```
class W3ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Set_Wireframe_Mode(2);
}
};
```

```
ChatCommandRegistrant<W3ChatCommand>
W3ChatCommandReg("!on",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Heres a Code to Disable Wireframe Mode:

```
class WChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
Set_Wireframe_Mode(0);
}
};
ChatCommandRegistrant<WChatCommand>
WChatCommandReg("!off",CHATTYPE_ALL,0,GAMEMODE_AOW);
```