
Subject: Re: c++ simple commands

Posted by [HeavyX101- Left](#) on Sat, 14 Jun 2008 15:47:06 GMT

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This one is what i made to change your chars model, but it crashed the server.

```
class char_havoc_ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Set_Model(obj,"c_ag_havoc.w3d");
    Console_Input(StrFormat("cmsg 255,255,255 [C++: ^ %d = Model Changed ^ ] ",ID).c_str());
}
};
ChatCommandRegistrant<char_havoc_ChatCommand>
char_havoc_ChatCommandReg("!havoc",CHATTYPE_ALL,0,GAMEMODE_AOW);
```
