
Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Fri, 11 Jul 2008 17:38:51 GMT

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```
//Made By Ferkhat Shubladze
```

```
class presetbuildChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    GameObject *obj = Get_GameObj(ID);
```

```
char *preset = (char *)Text[1].c_str();
```

```
Vector3 position;
```

```
position = Commands->Get_Position(obj);
```

```
position.Z += 0;
```

```
position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));
```

```
position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180))); // this is  
gonna be fixed soon
```

```
{
```

```
Commands->Create_Object(preset,position);
```

```
Console_Input(StrFormat("msg WORKS!").c_str());
```

```
Commands->Set_Facing(obj, Commands->Get_Facing(obj)-180);
```

```
}
```

```
}
```

```
};
```

```
ChatCommandRegistrant<presetbuildChatCommand>
```

```
presetbuildChatCommandReg("!pbuild",CHATTYPE_ALL,1,GAMEMODE_AOW);
```