
Subject: Re: Renegade API C++ help needed
Posted by [Mackinsey](#) on Wed, 07 Jan 2009 14:48:23 GMT
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```
class mapChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<mapChatCommand>
mapChatCommandReg("!nextmap;!n;!N;!NEXT;!Nextmap;!next;!NEXTMAP",CHATTYPE_ALL,0,
GAMEMODE_ALL);
```

So you dont need that 100 other things
