Subject: Re: Renegade API C++ help needed
Posted by reborn on Wed, 07 Jan 2009 14:50:05 GMT

View Forum Message <> Reply to Message

MacKinsey wrote on Wed, 07 January 2009 09:48class 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

Many thanks, I didn't know that. Much appreciated. This is why it's good to share people!