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Subject: Re: Renegade API C++ help needed

Posted by [Genesis2001](#) on Thu, 08 Jan 2009 18:23:26 GMT

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```
class mapChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<mapChatCommand>
mapChatCommandReg("!nextmap",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

```
class map2ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map2ChatCommand>
map2ChatCommandReg("!next",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

```
class map3ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map3ChatCommand>
map3ChatCommandReg("!n",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

```
class map4ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map4ChatCommand>
map4ChatCommandReg("!N",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

```
class map5ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
};
ChatCommandRegistrant<map5ChatCommand>
map5ChatCommandReg("!NEXT",CHATTYPER_ALL,0,GAMEMODE_ALL);
```

```
class map6ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
    mapnameannounce();
    }
}
```

```
};  
ChatCommandRegistrant<map6ChatCommand>  
map6ChatCommandReg("!NEXTMAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class map7ChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
mapnameannounce();  
}  
};
```

```
ChatCommandRegistrant<map7ChatCommand>  
map7ChatCommandReg("!Nextmap",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class map8ChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
mapnameannounce();  
}  
};
```

```
ChatCommandRegistrant<map8ChatCommand>  
map8ChatCommandReg("!Next",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You can combine all those into one if I recall correctly.. :/

```
ChatCommandRegistrant<mapChatCommand>  
mapChatCommandReg("!cmd1;!cmd2;!cmd3;!cmd4;etc",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

EDIT: I think this "srand(time(NULL));" is supposed to be called only once? :/

Also, I usually call it like: "srand((unsigned int)time(0));"

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