
Subject: Non case-sensitive chat commands?

Posted by [a000clown](#) on Sun, 18 Jan 2009 05:02:54 GMT

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So I have the most basic of chat commands:

```
class ExampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Send_Message(255,255,255,StrFormat("Example.").c_str());
}
};
ChatCommandRegistrant<ExampleChatCommand>
ExampleChatCommandReg("!example;!EXAMPLE",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

!example works

!EXAMPLE works

But what if I was typing fast and did !Example

I've been searching for a way to disable case-sensitivity for awhile but haven't found anything useful yet.

Any pointers would help a lot.
