
Subject: Re: Making a Command

Posted by [Distrbd21](#) on Wed, 18 Nov 2009 00:15:49 GMT

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reborn wrote on Tue, 17 November 2009 15:09

```
class rescueChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType){
    if (strcmp(The_Game()->MapName, "CnC_Mesa.mix") == 0) {
    Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah
blah",ID).c_str());
    }
    else if (strcmp(The_Game()->MapName, "CnC_Hourglass.mix") == 0) {
    Console_Input(StrFormat("ppage %d The objective for this map is to take the hostage to blah blah
blah",ID).c_str());
    }
    }
};
ChatCommandRegistrant<rescueChatCommand>
rescueChatCommandReg("!rescue",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

do i compile that in ssgm or scripts?
