
Subject: Re: .ini

Posted by [robbyke](#) on Thu, 12 May 2011 05:37:48 GMT

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```
class KB_Purchase_Char_Me : public ChatCommandClass
{
void Triggered(int ID,const TokenClass &Text,int ChatType)
{
    GameObject *obj = Get_GameObj(ID);
    mes::Load(obj);
}
};
ChatCommandRegistrant<KB_Purchase_Char_Me>
KB_Purchase_Char_Me_Reg("!me",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

i need it as some sort of a function it has to be read as someone requests its me
