
Subject: chatcommand

Posted by [robbyke](#) on Fri, 07 Oct 2011 18:54:09 GMT

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ive been trying to understand the new keyhook and ive mastered as far as i need it.

but id like that if someone presses a key the server acts as if someone typed a certain chatcommand

it used to work with ssgm_chatcommand something and ive looked at it , but i have no clue how it works

im trying this virtual void:

```
struct Datastruct
{//triggers a chat command in some way
 virtual void Trigger_Chat_Command(int ID,int Type,const StringClass &Command,const
 TokenClass &Text);
};
Datastruct *Data;

void KB_keyhook::Detach(GameObject *obj)
{
 JFW_Key_Hook_Base::Detach(obj);
}

void KB_keyhook::Created(GameObject *obj)
{
 enabled = true;
 hookid = 0;
 k = 0;
 time = true;
 InstallHook(Get_Parameter("Key"),obj);
 LastPress = The_Game()->Get_Game_Duration_S()-5;
}

void KB_keyhook::KeyHook()
{
 Data->Trigger_Chat_Command(Get_Player_ID(Owner()),Get_Int_Parameter("ChatType"),Get_P
arameter("Command"),TokenClass());
}

ScriptRegistrant<KB_keyhook>
KB_keyhook_Registrant("KB_keyhook","Key:string,Command:string,ChatType:integer");
```

wich was the way it worked if im lucky it works otherwise ill edit my post here

NO LUCK

any help?
