
Subject: Re: chatcommand

Posted by [snazy2000](#) on Sat, 08 Oct 2011 00:22:24 GMT

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Your better off just doing this

```
void KB_keyhook::KeyHook()
{
    // Do The Chat Command
}
ScriptRegistrant<KB_keyhook> KB_keyhook_Registrant("KB_keyhook","");
```

Were you have Do Chat Command put the command in the KeyHook so put the fiscal code in there, the triger_chat_Command does to exist in the new SSGM becuase all of the command class has been removed
