Subject: k wtf commands half way work now??
Posted by Distrbd21 on Sat, 09 Jun 2012 19:53:23 GMT

So I put all my commands into the new source and put the updated scripts.dll in my server loaded it up to test, and it works half way.

When you do !bind it give's you the message like it should, but it doesn't show that you typed !bind???

Am I missing something here?

```cpp
bool SSGMGameManager::ChatHook(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
  if (VehicleOwnership)
  {
   GameObject *obj = Get_GameObj(PlayerID);
   if (wcsistr(Message,L"!bind") == Message)
   {
    Bind_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!lock") == Message)
   {
    Lock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!bl") == Message)
   {
    Bind_Vehicle(obj);
    Lock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!unbind") == Message)
   {
    Unbind_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!unlock") == Message)
   {
    Unlock_Vehicle(obj);
    return false;
   }
   if (wcsistr(Message,L"!vkick") == Message)
   {
    Kick_Vehicle_Driver(obj);
    return false;
```

```
}
if (wcsistr(Message,L"!c4") == Message)
{
 GameObject *Player = Get_GameObj(PlayerID);
 Print_C4(Player);
 return false;
}
if (wcsistr(Message,L"!irc") == Message)
{
 Console_Input("msg The DSGaming IRC is located @ irc.dsgaming.us");
 return false;
}
if (wcsistr(Message,L"!ts") == Message)
{
 Console_Input("msg The DSGaming TeamSpeak is located @ dsts.us:3369");
 return false;
}
if (wcsistr(Message,L"!website") == Message)
{
 Console_Input("msg The DSGaming IRC is located @ dsgaming.us");
 return false;
}
```