
Subject: Re: k wtf commands half way work now??
Posted by [Distrbd21](#) on Sun, 10 Jun 2012 09:21:12 GMT
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Well guess what this is the way my beta 4 script is set.

```
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;
}
```

And this is the way it is set in beta 5.

```
if (wcsistr(Message,L"!irc") == Message)
{
  Console_Input("msg The DSGaming IRC is located @ irc.dsgaming.us");
  return true;
}
if (wcsistr(Message,L"!ts") == Message)
{
  Console_Input("msg The DSGaming TeamSpeak is located @ dsts.us:3369");
  return true;
}
if (wcsistr(Message,L"!website") == Message)
{
  Console_Input("msg The DSGaming IRC is located @ dsgaming.us");
  return true;
}
```

Now in the beta 4 code it shows the chat.

In beta 5 it shows when it's true.

And further more, I'm not trying to say or act like I know what I'm talking about, and I'm guessing your just trying to be a fucking troll and a jackass.

All I said is that is weird that IT WORKED IN BETA 4 WITH RETURN FALSE.....

EDIT: Now kindly shove it up your ass!
