
Subject: (Release) The SetBrush Command

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 31 Dec 2008 02:34:25 GMT

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Yep, the SetBrush Command made in C++ by me. Everyone knows what i mean if they played on W4RNINGS server,

And its the code that i have sent to MacKinsey, Snazy and Ferkhat.

Its not Handy but it works. Enjoy.

And now here is the Source: www.DCOMProductions.com

Subject: Re: (Release) The SetBrush Command

Posted by [reborn](#) on Wed, 31 Dec 2008 14:29:43 GMT

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That's pretty nice of you to release it, welldone!

Subject: Re: (Release) The SetBrush Command

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 31 Dec 2008 15:18:43 GMT

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I cant see a reason to "Hide" my Code.

Works Very easy, Its a Simple Timer that creates a Object Infront of you, and another Timer kills the Object that always loop, so there is no need to Move a object

Subject: Re: (Release) The SetBrush Command

Posted by [BlueThen](#) on Wed, 31 Dec 2008 21:41:16 GMT

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What's up with this line? Is it supposed to even be in the code?

```
ChatCommandRegistrant<sSHACKChatCommand>  
sSHACKChatCommandReg("!shack",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: (Release) The SetBrush Command

Posted by [mrÅ£Ä\\$Ä-z](#) on Wed, 31 Dec 2008 21:53:59 GMT

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oops i just wanted to post 1 example i forgot to remove that line

Subject: Re: (Release) The SetBrush Command
Posted by [YazooGang](#) on Wed, 31 Dec 2008 22:13:28 GMT
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nice job madracks, and amuna sikem my code, why doent it work XD

Subject: Re: (Release) The SetBrush Command
Posted by [mr£Ä\\$Ä-z](#) on Thu, 01 Jan 2009 02:10:26 GMT
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Siktir lan you stupid Code, lol go work you Sucuc Sausage.
