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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?

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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 trigger\_chat\_Command does to exist in the new SSGM becuase all of the command class has been removed

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Subject: Re: chatcommand

Posted by [robbyke](#) on Sat, 08 Oct 2011 00:43:51 GMT

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i dont really understand what your trying to say. sorry

can i trigger Onchat manually?

e.g

```
Kambot::OnChat(Get_Player_ID(Owner()),TEXT_MESSAGE_PUBLIC,command,0);
```

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Subject: Re: chatcommand

Posted by [snazy2000](#) on Sat, 08 Oct 2011 07:10:36 GMT

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No i mean so if lets say you had a chat command

!help

the code could be

```
Console_Input("msg Help Me Bla Bla Bla");
```

and you wanted that to come up on keypress

you would put

```
void KB_keyhook::KeyHook()  
{  
    Console_Input("msg Help Me Bla Bla Bla");  
}  
ScriptRegistrant<KB_keyhook> KB_keyhook_Registrant("KB_keyhook","");
```

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Subject: Re: chatcommand  
Posted by [robbyke](#) on Sat, 08 Oct 2011 13:25:02 GMT  
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ah but i cant use host because i need the player team,id,position etc in most chatcommand functions

how does tmsg work cause it says it talks to teamchat as if it was <playerID> but it wispers to host  
i just found out that tmsg is bugged i think with tmessage my problem is fixed thnx for help

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