
Subject: Re: CloudyServ

Posted by [mr£\\$Ä·z](#) on Fri, 25 Apr 2008 21:12:25 GMT

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Change MonkeyX01 with your Name:

```
class AlarmChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    const char * name = Get_Player_Name(Get_GameObj(ID));
    if (strcmp(name, "MonkeyX01") == 0)
        Console_Input("snda klax1a.wav");
}
};
ChatCommandRegistrant<AlarmChatCommand>
AlarmChatCommandReg("!alarm",CHATTYPE_ALL,0,GAMEMODE_AOW);
```
