
Subject: Re: CloudyServ

Posted by [Dean20056](#) on Fri, 25 Apr 2008 22:18:30 GMT

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Madrockz wrote on Fri, 25 April 2008 16:12Change 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("snd klax1a.wav");
}

};
ChatCommandRegistrant<AlarmChatCommand>
AlarmChatCommandReg("!alarm",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

ok Thanks Simon. btw madrockz what is that for?
