Subject: Plugin : Programmically enabling or disabling commands
Posted by Zuess on Tue, 17 Mar 2009 20:15:44 GMT
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I want to be able to enable or disable chat commands that are created by
ChatCommandRegistrant.

The way I was thinking about it is this way

class PluginCommands : public ChatCommandClass
{
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
        if(!commandenabled{return;} /// here is what I added

     }
}

The problem is, the command will still be loaded, which wastes memory.
It might just be me being anal because I have been programming limited memory in
microcontrollers, and may not make a difference.
But is there a way to keep the complete class from loading.

Subject: Re: Plugin : Programmically enabling or disabling commands
Posted by Sir Kane on Tue, 17 Mar 2009 20:32:35 GMT
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No, there is not.

Subject: Re: Plugin : Programmically enabling or disabling commands
Posted by Zuess on Tue, 17 Mar 2009 20:59:26 GMT
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kk thank you.

Subject: Re: Plugin : Programmically enabling or disabling commands
Posted by mrÃ£Ã§Ä·z   on Tue, 17 Mar 2009 21:03:34 GMT
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You can enabling/disabling Commands by another way using selfmade Scripts and Customs