
Subject: Re: Script Request

Posted by [_SSnipe_](#) on Tue, 13 May 2008 08:11:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

ExEric3 wrote on Mon, 12 May 2008 22:01SSnipe wrote on Tue, 13 May 2008 05:06itworks now
how i turn it off lol?
will this work

```
class fogChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    Commands->Set_Fog_Enable(o);  
    Commands->Set_Fog_Range (0.5,25.0f,3.5f);  
        Commands->Set_Rain(10.0f,3.5f,false);  
}  
};  
ChatCommandRegistrant<fogChatCommand>  
fogChatCommandReg("!fogoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

And what about timers?

It's harder but if you look better on reborn's codes Im sure you will know it.

naw its for testing something and some filming...on and off command well do
