# CS:GO VScript (Squirrel)

ColourChat Script by TheE7Player

This script makes it easy to send messages in the CS:GO chat window with custom colours as easy as it can get!

```
E7Colour.ChatAll("{NORMAL}A")
E7Colour.ChatAll("{DARKRED}A")
E7Colour.ChatAll("{PINK}A")
E7Colour.ChatAll("{GREEN}A")
E7Colour.ChatAll("{YELLOW}A")
E7Colour.ChatAll("{LIGHTGREEN}A")
E7Colour.ChatAll("{GRAY}A")
E7Colour.ChatAll("{BLUE}A")
E7Colour.ChatAll("{DARKBLUE}A")
E7Colour.ChatAll("{PURPLE}A")
```
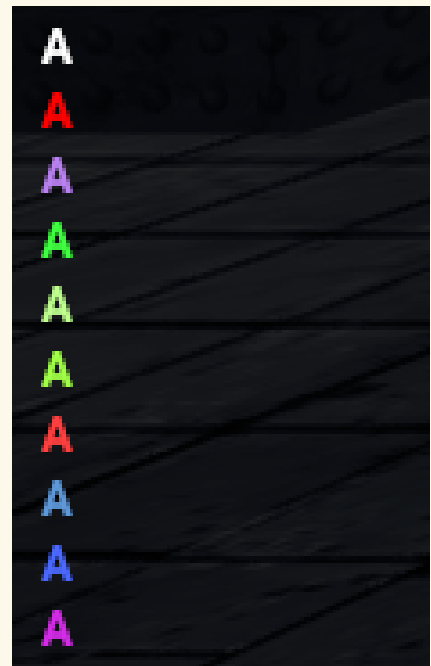
How to use ColourChat Script

Step 1

You first have to tell Squirrel where the script is…

```
if(!DoIncludeScript("e7_entities/e7_colourchat.nut", null))
{
    printl("[!] E7 COLOUR CHAT HAD AN ISSUE OR IS NOT FOUND IN THE CORRECT FOLDER/LOCATION [!]")
}
```

You need to call the CS:GO function **DoIncludeScript or IncludeScript** and locate its location in the disk / packed bsp.

This **IF** statement checks if it returns false to show a message to the console.

Step 2

Then you are free to call the functions available!

E7Colour.ChatAll	Prints it to all players in chat
E7Colour.ChatCT	Prints to only CT players in chat
E7Colour.ChatT	Prints to only T players in chat
E7Colour.Alert	Quick hand call for **ScriptPrintMessageCenterAll**

Here are some examples:


```
E7Colour.ChatAll("[{DARKRED}POSITION{NORMAL}] {PURPLE}Bot has been identified with index: {LIGHTGREEN}" + PosBotEntIndex)
```



```
E7Colour.ChatAll("[{DARKBLUE}VELOCITY{NORMAL}] {PURPLE}Bot has been identified with index: {LIGHTGREEN}" + VelBotEntIndex)
```

Note:

CS:GO at this time (September 2020) does not allow you to print alert messages with colours. So, you are unable to display colours with E7Colour.Alert.

*Coloured text starts after the colour call and colours are always **CAPTITAL CASE**.*

Example: Well, Hello {PURPLE} Steve! Nice {DEFAULT} of you to join us!

Output: Well, Hello Steve! Nice of you to join us!