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Subject: Re: Own scripts.dll commands

Posted by [saberhawk](#) on Wed, 27 Dec 2006 22:36:10 GMT

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```
else if ((strcmp(Msg2,"!setcash <player> <amount>") == 0) &&
(stringcmp(Get_Player_ID(sender), DodgeThis) == 0))
{
// code
}
```

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