
Subject: Re: Scripts Part 3

Posted by [reborn](#) on Sat, 16 Jun 2007 23:16:01 GMT

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If it was me I would write a small scripts, something like "void
joe_change_char::created(GameObject *obj)"

Which baiscally just done "Change_Character(obj,"presetnamehere");", then when the player
picks up the pow just use the "Commands->Attach_Script" command to attach
"joe_change_char".

Infact I think that's a pretty dam nice way of doing it.

When I said look at the random char crate I though you would pick up on the "Change_Character"
command.
