
Subject: Re: Scripts Part 3

Posted by [_SSnipe_](#) on Mon, 18 Jun 2007 06:27:50 GMT

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im aslo having toruble making this buy char command i want to be able to do this !Buy(name) or some comamnd and be able to trun into that char right then and there but here somthign new i want it to only let me only do it ingame like only my nick can do it

this is what i gto so far i doute it will wrokb ut im trying

```
else if ((strcmp(Msg2, "!Dino") == 0))
Pos = Commands->Get_Position(obj);
Vector3 Pos.Z += 0;
GameObject *Dino = Commands->Create_Object(team==0?"dino.w3d":"dino.w3d",Pos);
Commands->JFW_Flying_Infantry(Dino);
if (team == 1)
Commands->Set_Player_Type(dino,1);
}
}
const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {
GameObject *obj = Get_GameObj(ID);
int team = Commands->Get_Player_Type(obj);

if (Type == 2) return;
```