

---

Subject: Re: Scripts Part 3

Posted by [\\_SSnipe\\_](#) on Tue, 19 Jun 2007 10:11:56 GMT

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

---

ty but all i need is the lboss and vechs become stealth techs when they pick up sbh suit i tried making ym own scripts for a few hours and got no where ok reborn let me try to get this one alone how is this edit?

```
}
  else if (stricmp(Msg2,"!boss") == 0)
  {
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
    else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
      Change_Character(obj,"Mutant_3Boss_Petrova");
    }
  }
```

```
    }  
}  
}
```

1)"Do you mean make a character with a command like !boss or just a character you buy from the purchase terminal or random char crate?

Have a look at the "spy\_crate" and you will see the scripts attached to the preset that make base defence ignore it. Try making that a project for yourself, it isn;t too challenging and will help you develop."

i tried to make a script liek this but i dont know where to start can yuo drop me some hints?

2)"erm, search the crate.cpp file for "crate\_spy" or something similar, then where it does "Change\_Character(obj/sender/object,"sbhpresetname"); change the preset name to another character (note it will not be stealth).

This is pretty much from memory so it may be slightly different."

i looked and cant find it /;