
Subject: Re: Scripts Part 3

Posted by [_SSnipe_](#) on Wed, 20 Jun 2007 19:44:41 GMT

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can anyone help me still?

```
else if (strcmp(Msg2,"!Spy_Test") == 0)
{
if (strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
Change_Character(obj,"Nod_Kane_HologramHead_small");
Commands->Set_Is_Visible(obj,false);
Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
Commands->Give_Powerup(obj,"POW_RepairGun_Player",false);
Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_Stealth_Suit",false);
```

why wont it go stealth?
