
Subject: Re: Scripts Part 3

Posted by [Whitedragon](#) on Wed, 20 Jun 2007 23:32:27 GMT

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1. Read some C++ tutorials about character arrays.
 2. You'd send a page like this: `printf(Text,"ppage %d message",PlayerID);`
 3. It's not possible to set a preset's speed with the current scripts.dll stuff. The best you could do is change the character to whichever one of the mutants that is faster than the normal characters.
 4. There's no script that can do this.
 5. You need to do `Commands->Enable_Stealth(obj,true);`
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