my bad i already meant to put the presents name not model i forgot
and i know the move is set but just ignore it i dont have the rest for it (and when i do idk how to put
it lol)

also it has to make it so ONLY I (my nick) can do the command on another player so ya with this
info above what else do i really have to change

here let me fix it


```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")
== 0)
{
          Change_Team(obj,2);
          Change_Character(obj,"GDI_MP");
  Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
  Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
  Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
  Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
  Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
          Commands->Set_Position(obj,Move); (skip this for now)
```

if that loooks right to u now so only I can do the command on someone?
and ty guy