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Subject: Re: Editing Existing Code

Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 08:26:37 GMT

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how about this code

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else if (stristr(Msg2, "!Teleport <players name>") == 0 &&
strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 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->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
        Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
        Commands->Set_Position(obj,Pos);

        {
            if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3 || RandomNum == 4)
            {
                Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
            }
            else
            {
                Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
            }
            else
            {
                Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
            }
        }
    }
}
```

```
    else
    {
    Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
    }
```

im trying to make a code so ingame under my ID (ren nick) can do this command !teleport <playersname> to teleport a player to a spot on the map (since all maps are diffrent) and have it teleport there to the 2 random spots i choose (daves arrow) and when it gets here it will be unteamed as a gdi MP and have all the weps

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