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Subject: C++ help

Posted by [Sn1per74\\*](#) on Wed, 01 Aug 2007 04:07:55 GMT

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Three questions!

1. When ever I make an SSM and set it to the model of a large\_blocker, you can walk through it where the SSM part isn't, how do I fix it?

2. I try to make a spy. It costs 150 credits. But, if you have less than 150, it still buys it and goes into negatives. How do you make it so you just can't buy it if its less than 150? Here's my code:  
Quote:else if (strcmp(Msg3,"!spy",4) == 0) { // change 12 to how many letters command + ! is  
change !yourcommand to what you want

```
if (obj){ // LEAVE THIS VERY IMPORTANT
if(Commands->Get_Money(obj) < 150.0f) {
    char message[256];
    sprintf(message,"page %d You need 150 credits!",ID);
    Console_Input(message);
}
else(Commands->Get_Money(obj) >= 150.0f){
Commands->Give_Money(obj,-150,false);
}
if(Get_Team(ID) == 1) {
    Change_Character(obj,"CnC_Nod_MiniGunner_0");
}
else Change_Character(obj,"CnC_GDI_Minigunner_0");
char message[256];
sprintf(message,"message The player has %f credits",Commands->Get_Money(obj));
Console_Input(message);

}
}
```

3. Is there some way to make your name the other teams color, like your tag when you walk around. NOT in the scoreboard.

### File Attachments

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1) [meh.JPG](#), downloaded 773 times

