
Subject: Re: Spectate yo

Posted by [BlueThen](#) on Mon, 06 Aug 2007 19:28:58 GMT

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Sn1per74* wrote on Mon, 06 August 2007 14:23I'm still not invisible.

Quote:else if (strcmp(Msg3,"!spectate",9) == 0) { // change 12 to how many letters command + !

is change !yourcommand to what you want

```
if (obj){ // LEAVE THIS VERY IMPORTANT
    const char *name = Get_Player_Name(obj);
    if ((strcmp(name,"Sn1per74", == 0) || (strcmp(name,"Sniperhid",9) == 0)) {
    char message[500];
    sprintf(message,"team2 %d -2",ID);
    Console_Input(message);
    Change_Character(obj,"CnC_Nod_MiniGunner_0");
    Commands->Set_Model(obj,"null");
    Commands->Set_Is_Visible(obj,false);
    Commands->Clear_Weapons(obj);
    Commands->Set_Shield_Type(obj,"blamo");
    Commands->Attach_Script(obj,"jfw_flying_infantry","");
    Commands->Disable_All_Collisions(obj);
    Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_Chaingun_Player",false);
    Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
    Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
    Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
    Commands->Give_Powerup(obj,"POW_MineProximity_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_MineRemote_Player",false);
    Commands->Give_Powerup(obj,"POW_MineTimed_Player",false);
    Commands->Give_Powerup(obj,"POW_PersonallonCannon_Player",false);
    Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
    Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_RepairGun_ai",false);
    Commands->Give_Powerup(obj,"POW_RocketLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
    Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_TiberiumAutoRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_TiberiumFlechetteGun_Player",false);
    Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
    sprintf(message,"ppage %d You are now a spectator.",ID);
    Console_Input(message);
    }
    else {
    // gets here if second word was not a valid player
    char message[256];
    sprintf(message,"ppage %d You aren't Sn1per74!",ID);
    Console_Input(message);
```

```
}  
}  
}
```

Edit:nvm
