Subject: Re: Spectate yo Posted by Sn1per74\* on Mon, 06 Aug 2007 20:16:48 GMT View Forum Message <> Reply to Message

Reborn wrote on Mon, 06 August 2007 15:12const char \*WideCharToChar(const wchar\_t \*wcs); void Chat(int ID, int Type, const wchar\_t \*Msg) {

```
GameObject *obj = Get_GameObj(ID);
const char *Msg2 = WideCharToChar(Msg);
if (stricmp(Msg2,"!spec2") == 0)
{
if (stricmp(Get_Player_Name_By_ID(ID),"ren00b") == 0) {
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
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 Physical Collisions(obj);
Commands->Disable All Collisions(obj);
}
}
}
```

Does that make me unspec or is that to make me invisible? And, do I put that at the end of my command right?

```
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```