
Subject: Re: Spectate yo

Posted by [Hex](#) on Mon, 06 Aug 2007 22:14:03 GMT

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```
void Player_Spectate::Created(GameObject *obj) {
    Commands->Set_Is_Visible(obj,false);
    Commands->Set_Model(obj,"null");
    Commands->Set_Shield_Type(obj,"Blamo");
    Commands->Clear_Weapons(obj);
    Toggle_Fly_Mode(obj);
    Commands->Disable_All_Collisions(obj);
}
```

```
class SpectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

    if (stricmp(Get_Player_Name_By_ID(ID),"yourname") == 0) {
        if (Is_Script_Attached(obj,"Player_Spectate")) {
            Commands->Destroy_Object(obj);
        }
        else {
            Commands->Attach_Script(obj,"Player_Spectate","");
        }
    }
}
};

ChatCommandRegistrant<SpectateCommand>
SpectateCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);

ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

That will allow you to turn spec mode on and off.
