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Subject: Re: Help On vet System

Posted by [reborn](#) on Mon, 28 Apr 2008 16:03:15 GMT

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Using chat commands for veterans players is a bit tacky imho, no offence intended to anyone who does use this, but I just don't like it very much.

And easy way around this ssnipe is to set a boolean when the command is used, then attach a script to some gameobject that has a timer expired event. On the timer expired event set the boolean back to false.

Make one of the conditionals of using the chat hook that the boolean must be false.

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