
Subject: Re: !spy command help

Posted by [Hubba](#) on Tue, 01 Dec 2009 16:06:11 GMT

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Here:

```
function OnChat(PlayerId, Type, Message, Target)
```

```
  if Message == "!spy" then
```

```
    if Get_Money(PlayerId) >= 1200 then
```

```
      Set_Money(PlayerId, Get_Money(PlayerId)-1200)
```

```
      Change_Character(Get_GameObj(PlayerId),"CnC_Nod_FlameThrower_2SF")
```

```
      Attach_Script_Once(Get_GameObj(PlayerId), "RA_Infantry_Spy", "")
```

```
      InputConsole("msg %s has bought a Spy.", Get_Player_Name_By_ID(PlayerId))
```

```
    else
```

```
      InputConsole("ppage %d You have not enough money! You need 1200 credits to buy this!",
```

```
PlayerId)
```

```
    end
```

```
  end
```

```
  return 1
```

```
end
```
