
Subject: Questions on scripting.

Posted by [nopol10](#) on Sun, 18 May 2008 00:12:21 GMT

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Here's a few questions I have:

1. How do I have a chatcommand take arguments? I.E !spawn abc or !spawn bcd where the main command is !spawn and abc and bcd are arguments.
2. How do I put in the parameters in Commands->Attach_Script for a script which takes in multiple arguments?
3. What command can be used to display a message box (like the one for MOTD) to a certain player (in C++)

Thanks in advance!
