
Subject: Re: Weapons scripts?

Posted by [Ivan275](#) on Sun, 03 Sep 2006 10:22:06 GMT

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#1 open scripts.vcproj

#2 go to aow.cpp

#3 find

```
void Chat(int ID, int Type, const wchar_t *Msg) {  
    if (Type == 2) return;
```

#4 change to

```
void Chat(int ID, int Type, const wchar_t *Msg) {  
    if (Type == 0){  
        const char *Msg2 = WideCharToChar(Msg);  
        if (stricmp(Msg2, "!railgun") == 0) {  
            if (Commands->Get_Money(Get_GameObj(ID)) >= 1000){  
                Commands->Give_Powerup(Get_GameObj(ID), "POW_RailGun_Player", true);  
                Commands->Give_Money(Get_GameObj(ID), (float)(-1000), false);  
            }  
        }  
        else if (stricmp(Msg2, "!pic") == 0) {  
            if (Commands->Get_Money(Get_GameObj(ID)) >= 1000){  
                Commands->Give_Powerup(Get_GameObj(ID), "POW_PersonallonCannon_Player", true);  
                Commands->Give_Money(Get_GameObj(ID), (float)(-1000), false);  
            }  
        }  
    }  
    if (Type == 2) return;
```

#5 build scripts
