Subject: Re: Scripts Part 3
Posted by _SSnipe_ on Tue, 19 Jun 2007 05:04:38 GMT

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well dont worry about the dino right now i got bigger things

here are some server side things that are impotent and on the top of my list for the server im editing fro are asking

1)how can i make it where when an stealth suit is on the floor that when a tank runs over it the tank goes stealth iv seen it before how can i do that?

2) how can i make a char u can turn into without base defenses killing u?

3)also reborn that code u gave me to buy !boss it works but when i added another under it with a another nick the same way it dont work for that nick but the other nick?

```
  else if (stricmp(Msg2,"!boss") == 0)
   {
   if (stricmp(Get_Player_Name_By_ID(ID),"<nick one>") == 0) {
   Change_Character(obj,"Mutant_3Boss_Petrova");
   }
   }
  else if (stricmp(Msg2,"!boss") == 0)
   {
   if (stricmp(Get_Player_Name_By_ID(ID),"<nick 2>") == 0) {
   Change_Character(obj,"Mutant_3Boss_Petrova");
   }
   }
 }
}
```

only nick one works nick 2 dont

4)how can i change the spy into another char?

also one that thing thaat code above u posted to edit to let em have the new chars in my crates where is it located?