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Subject: Re: Scripts Part 3

Posted by [reborn](#) on Tue, 19 Jun 2007 11:00:15 GMT

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joe937465 wrote on Tue, 19 June 2007 06:11how is this edit?

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

```
}  
}
```

The first " else if (strcmp(Get\_Player\_Name\_By\_ID(ID), "<nick>") == 0) {  
" you need to remove the else, other then that it looks fine to me.

joe937465 wrote on Tue, 19 June 2007 06:11

i tried to make a script liek this but i dont know where to start can yuo drop me some hints?

You still havn't answered if it is something you want to do as part of a command like !spyme, or you want to make a player from the purchase terminal for all people to buy like this :/

joe937465 wrote on Tue, 19 June 2007 06:11

i looked and cant find it /;

Open crates.cpp, scroll to there you see the part that is recognisable as the beginning of the spy crate. After the code that should look something like "Change\_Character(obj, "sbhpresetname"); there will be scripts attached to the player to make them ignored by base defence. This is what you are looking for.

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