
Subject: Re: Scripts Part 3

Posted by [reborn](#) on Tue, 19 Jun 2007 17:37:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have had a little time as I got out of work earlier then I thought.

I have added a !spy command so that it will turn your player into a sbh and base defence will ignore you, plus it grants you a few weapons too. I would be careful, as this is obviously easily exploitable as a server owner.

I have used my name as the primary player name, however I have now changed the code so that two other nick names can be used too. I used nick2 and nick3 as placeholder names for you to change.

The code is easily readable so if you want to add more you should be able to follow how I did it for nick2 and nick3 to add more yourself.

The !dino command worked for me on both teams, I have no idea why it didn't work for you :/
Maybe you didn't use team chat?

To make a player ignored by base defence then use this:

"Commands->Set_Is_Visible(obj,false);" where obj is the player, this could change to "sender", "poker" etc etc depending on the situation.

Download link to server files and source code:

<http://www.mp-gaming.com/reborn/coderelease/joesSSAOW2.zip>

Screeny:
