Subject: Re: My First Code
Posted by jnz on Sun, 24 Jun 2007 15:10:42 GMT

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You cannot change the charater to a w3d file.

Change_Character(obj,"c_ag_gdi_mp");

Should be:

Commands->Set_Model(obj, "c_ag_gdi_mp");

We don't know how you've set "Move" so we can't tell you is the teleport will actully work.

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")
== 0)
{
 if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
```

Should be:

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")
== 0)
{
```

After changing that you will need to remove a right brace "}" from the block.