Subject: can anyone just help me finish my code?
Posted by _SSnipe_ on Tue, 26 Jun 2007 05:50:04 GMT
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```
else if (stristr(Msg2, "!Teleport <players name>") == 0 &&
strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
        {
            Change_Team(obj,2);
            Change_Character(obj,"GDI_MP");
            Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
  Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
  Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
  Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
  Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
  Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
  Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
  Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
  Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
  Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Signal_Flares"));
        Commands->Set_Position(obj,Pos);
  {
   if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3)
   {
    Vector3 Pos = Commands->Set_Position(obj,Pos);
   }
   else
   {
    Vector3 Pos = Commands->Set_Position(obj,Pos);
   }
                else
   {
    Vector3 Pos = Commands->Set_Position(obj,Pos);
   }
  }
```

im trying to make a code so ingame under my ID (ren nick) can do this command !teleport <playersname>
to teleport a player to a spot on the map (since all maps are diffrent) and have it teleport there to the 2 random spots
i choose (single flares as heled by white dragon) and when it gets here it will be unteamed as a gdi MP and have all the weps but idk what i did wrong can soeone help me please!