
Subject: Re: SSGm Script Question

Posted by [_SSnipe_](#) on Sat, 07 Jul 2007 19:47:40 GMT

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if u can teach me to make it read of stats but if not see how it makes it so only the person here
if (!_strcmp(Get_Player_Name_By_ID(ID), "<nick>")) {
can use the command in the serv thers like 25 mods.....and i need about 1 code per char ingame
so lets say theres 20 char inagme it whould be 20 chr times 25 mods = 500 codes sigh just
someone help me convert that so it can read of more then one player that could use the command
