Subject: Re: Another SSGM Question
Posted by Hex on Mon, 09 Jul 2007 08:14:11 GMT

you would be better off using something like

```
if (stricmp(Msg,"!GDISoldier") == 0) {
  if(Is_Mod(Get_Player_Name_By_ID(ID))
  Commands->yourcode
  } else {
  // can't use this command
  }
}
else if (stricmp(Msg,"!GDIShotGunner") == 0) {
  if(Is_Mod(Get_Player_Name_By_ID(ID))
  Commands->yourcode
  } else {
  // can't use this command
  }
}
```