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Subject: Re: Spectate yo

Posted by [reborn](#) on Mon, 06 Aug 2007 20:12:40 GMT

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```
const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {

GameObject *obj = Get_GameObj(ID);

const char *Msg2 = WideCharToChar(Msg);
if (strcmp(Msg2,"!spec2") == 0)
{
if (strcmp(Get_Player_Name_By_ID(ID),"ren00b") == 0) {
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
Commands->Disable_Physical_Collisions(obj);
Commands->Disable_All_Collisions(obj);
}
}
}
```

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