
Subject: !spy command help

Posted by [Distrbd21](#) on Tue, 01 Dec 2009 04:25:21 GMT

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```
function OnChat(PlayerId, Type, Message, Target)
```

```
if FirstW == "!spy" then
```

```
    local iCredits = 1000
```

```
    -- |||
```

```
    sName = Get_Player_Name_By_ID(pID)
```

```
    if Get_Money(pID) > iCredits then
```

```
        Attach_Script_Once(Get_GameObj(pID), "RA_Infantry_Spy", "")
```

```
        Set_Money(pID, Get_Money(pID) - iCredits)
```

```
        InputConsole("page %s You have been made a spy.", sName)
```

```
    else
```

```
        InputConsole("page %s You need %d credits to buy a spy.", sName, iCredits)
```

```
    end
```

```
return 1
```

```
end
```

What preset does this use? a sbh with the script above?
