Subject: Re: !spy command help
Posted by Distrbd21 on Tue, 01 Dec 2009 09:16:53 GMT
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Hubba wrote on Mon, 30 November 2009 23:11"RA_Infantry_Spy" will make your current char invisible to base defenses. If you want to have a "shb" spy then you first have to change char into shb preset and then attach that script. Note the script will get unattached when you kill a building i think.
how would i add this to the script?, if i can't figure it out.