
Subject: commands

Posted by [nopic01](#) on Fri, 10 Jun 2005 22:55:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

how do i make the sorce code of a script into a script i can use? /edit then use

Subject: Re: commands

Posted by [Cat998](#) on Sat, 11 Jun 2005 11:00:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Never heard of a sorce code. Whats that ?

Subject: Re: commands

Posted by [nopic01](#) on Sat, 11 Jun 2005 17:20:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

source code

Subject: Re: commands

Posted by [danpaul88](#) on Sat, 11 Jun 2005 22:02:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

usually you just copy the code into notepad and save the file with the correct extension...but dont go claiming credit for other peoples work

Subject: Re: commands

Posted by [Cpo64](#) on Sat, 11 Jun 2005 22:06:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

I belive the scripts are in C++ so you would need a C++ compiler

Subject: Re: commands

Posted by [jonwil](#) on Sun, 12 Jun 2005 00:30:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need Microsoft Visual Studio .NET 2003

Subject: Re: commands
Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:11:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, i was thinking more along the lines of php code, he never said what type of code it was

Subject: Re: commands
Posted by [nopic01](#) on Mon, 13 Jun 2005 17:11:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

ill upload the source code to my server tonight
it will be at www.stuffedreptile.com/source_code.zip

if you want you can ad more fun commands like !cow you turn into a cow and stuff like that
i will add your name to the auto announce system :>
and make you a half mod

Subject: Re: commands
Posted by [nopic01](#) on Mon, 13 Jun 2005 23:42:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok uploaded :>

Subject: Re: commands
Posted by [dead6re](#) on Tue, 14 Jun 2005 12:31:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

The page cannot be found
The page you are looking for might have been removed, had its name changed, or is temporarily unavailable.

Please try the following:

If you typed the page address in the Address bar, make sure that it is spelled correctly.

Open the www.stuffedreptile.com home page, and then look for links to the information you want.
Click the Back button to try another link.
Click Search to look for information on the Internet.

HTTP 404 - File not found

Subject: Re: commands
Posted by [nopic01](#) on Tue, 14 Jun 2005 17:08:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://stuffedreptile.com/Source_Code.zip

Subject: Re: commands
Posted by [dead6re](#) on Tue, 14 Jun 2005 18:24:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

CTF Source Code is broken, i think.

But here you are.

File Attachments

1) [scripts.dll](#), downloaded 152 times

Subject: Re: commands
Posted by [nopic01](#) on Tue, 14 Jun 2005 18:50:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

its for aow i just want the crates to work

whole mod @ stuffedreptile.com/Files.zip
or stuffedreptile.com/files.zip

can u just make the crates to work they dont

Subject: Re: commands
Posted by [dead6re](#) on Thu, 16 Jun 2005 12:26:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont have time to do that.

Subject: Re: commands

Posted by [Cyber030](#) on Thu, 16 Jun 2005 14:19:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wait are those scripts for making the CTF mod work?

Subject: Re: commands

Posted by [nopic01](#) on Fri, 17 Jun 2005 18:09:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopic01| wrote on Tue, 14 June 2005 13:50its for aow i just want the crates to work

whole mod @ stuffedreptile.com/Files.zip
or stuffedreptile.com/files.zip

can u just make the crates to work they dont

i have all the files set i just cant get the crates

Subject: Re: commands

Posted by [nopic01](#) on Tue, 21 Jun 2005 18:06:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

well?
