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Subject: My First Code

Posted by [\\_SSnipe\\_](#) on Sun, 24 Jun 2007 04:38:47 GMT

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will this code work so that MY NICK (ID) can teleport ANOTHER PLAYER

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")
== 0)
{
if (strcmp(Get_Player_Name_By_ID(ID), "<nick>") == 0) {
Change_Team(obj,2);
Change_Character(obj,"c_ag_gdi_mp");
Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
Commands->Set_Position(obj,Move);
```

so like explame

<joe>!teleport zunnie

then it does teleport him (which ill fill out later) and wit the stuff i added above

so will it work if not please help me fix it

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Subject: Re: My First Code

Posted by [jnz](#) on Sun, 24 Jun 2007 15:10:42 GMT

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You cannot change the character to a w3d file.

```
Change_Character(obj,"c_ag_gdi_mp");
```

Should be:

```
Commands->Set_Model(obj, "c_ag_gdi_mp");
```

We don't know how you've set "Move" so we can't tell you if the teleport will actually work.

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")  
== 0)  
{  
  if (strcmp(Get_Player_Name_By_ID(ID), "<nick>") == 0) {
```

Should be:

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")  
== 0)  
{
```

After changing that you will need to remove a right brace "}" from the block.

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Subject: Re: My First Code

Posted by [\\_SSnipe\\_](#) on Sun, 24 Jun 2007 21:12:02 GMT

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my bad i already meant to put the presents name not model i forgot  
and i know the move is set but just ignore it i dont have the rest for it (and when i do idk how to put  
it lol)

also it has to make it so ONLY I (my nick) can do the command on another player so ya with this  
info above what else do i really have to change

here let me fix it

```
if(stristr(Msg2, "!<command>") == 0 && strcmp(Get_Player_Name_By_ID(ID), "<player name>")  
== 0)
```

```
{
    Change_Team(obj,2);
    Change_Character(obj,"GDI_MP");
    Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);
    Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
    Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
    Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);
    Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
    Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
    Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);
    Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);
    Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
    Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
    Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
    Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
    Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
    Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
    Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
    Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
    Commands->Set_Position(obj,Move); (skip this for now)
```

if that looks right to u now so only I can do the command on someone?  
and ty guy

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Subject: Re: My First Code  
Posted by [jnz](#) on Mon, 25 Jun 2007 03:47:39 GMT  
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joe937465 wrote on Sun, 24 June 2007 22:12  
if that looks right to u now so only I can do the command on someone?  
and ty guy

Try it

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Subject: Re: My First Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 03:49:44 GMT  
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lol not easy to find someone to help <\_<

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