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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?

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Subject: Re: !spy command help  
Posted by [Hubba](#) on Tue, 01 Dec 2009 05:11:29 GMT  
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"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.

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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.

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Subject: Re: !spy command help  
Posted by [Hubba](#) on Tue, 01 Dec 2009 16:06:11 GMT  
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Here:

```
function OnChat(PlayerId, Type, Message, Target)
if Message == "!spy" then
  if Get_Money(PlayerId) >= 1200 then
    Set_Money(PlayerId, Get_Money(PlayerId)-1200)
    Change_Character(Get_GameObj(PlayerId),"CnC_Nod_FlameThrower_2SF")
    Attach_Script_Once(Get_GameObj(PlayerId), "RA_Infantry_Spy", "")
    InputConsole("msg %s has bought a Spy.", Get_Player_Name_By_ID(PlayerId))
  else
    InputConsole("ppage %d You have not enough money! You need 1200 credits to buy this!",
PlayerId)
  end
end
return 1
end
```

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Subject: Re: !spy command help  
Posted by [Distrbd21](#) on Wed, 02 Dec 2009 01:05:27 GMT  
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ty ty ty  
i love you

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