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Subject: Re: C++ Help Needed

Posted by [\\_SSnipe\\_](#) on Sat, 23 Jun 2007 05:39:35 GMT

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this is what i got so far by this i should be able to teleport a player to a location with all weps

```
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);
```

is it look ok beside the blank spots?

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