Reborn wrote on Mon, 06 August 2007 15:12const char *WideCharToChar(const wchar_t *wcs);
void Chat(int ID, int Type, const wchar_t *Msg) {

GameObject *obj = Get_GameObj(ID);

const char *Msg2 = WideCharToChar(Msg);
if (stricmp(Msg2,"!spec2") == 0)
{
if (stricmp(Get_Player_Name_By_ID(ID),"ren00b") == 0) {
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Model(obj,"null");
Commands->Set_Is_Visible(obj,false);
Commands->Clear_Weapons(obj);
Commands->Set_Shield_Type(obj,"blamo");
Commands->Attach_Script(obj,"jfw_flying_infantry","");
Commands->Disable_Physical_Collisions(obj);
Commands->Disable_All_Collisions(obj);
}
}
}
Does that make me unspec or is that to make me invisible? And, do I put that at the end of my
command right?