Subject: Calling scripts.
Posted by wittebolx on Fri, 11 Jan 2008 00:28:25 GMT
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this code works:

```
sprintf(Promote, "ppage %d The Brotherhood of Nod likes your style, you are promoted to
rank Brigadier, enjoy the extra 30HP armor on all NEW characters", ID);
Commands->Create_2D_WAV_Sound("m00bgwf_kill0031i1nbrs_snd.wav");
GameObject *obj = Get_GameObj(ID);
Commands->Attach_Script(obj,"reb_Nod_reinforcements","");
```

but when i want to replace reb_Nod_reinforcements with reb_GDI_a10_strike it doesnt.
i can compile it but the script doesnt work.
both reb's work with a chat hook i put in the script for testing.

when i go ingame and im promoted to Brigadier, the reb_Nod_reinforcements is activated but
when i replace it with reb_GDI_a10_strike and im promoted to Brigadier it wont activate the
airstrike script.

can you someone explain this please?