Subject: Re: Own scripts.dll commands
Posted by DodgeThis on Wed, 27 Dec 2006 22:38:41 GMT

saberhawk wrote on Wed, 27 December 2006 23:36else if ((stricmp(Msg2,"!setcash <player> <amount>") == 0) && (stringcmp(Get_Player_ID(sender), DodgeThis) == 0))
{
// code
}
oh thanks ^^ forgot some little things

but now.. i assume that you HAVE to type "!setcash <player> <amount>" and the whole code is not working if you type "!setcash friend1 100"