Subject: Re: C++ Help Needed
Posted by _SSnipe_ on Sat, 23 Jun 2007 01:52:08 GMT

1)ok im confused let me just work on one thing at a time
how can i replace this string

else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {

with one that instead of player id but the ingame stats? halfmod and up

2) and this string

else if (stricmp(Msg2,"!Teleport") == 0)

so that when i type that command and have players anem at end so it will teleport him like

else if (stricmp(Msg2,"!Teleport<playersname>") == 0)

now how can ie dit the one above to be able for a mod to use the command on a player