What ssaow/ssgm are you using?

if (strstr(CurrMap,"C&C_Mars.mix")) {

 //code to send message in-game stating that code is being called
 char called[256];
    sprintf(called,"This console message is telling you that the code is being called");

//declaring variables
   //This variable is making a name for the location if the invisiable object, and therefore declaring it
as "Vector3"
Vector3 invis;
   //This variable is going to actually be the invis object, and is declaring it's data type as
"gameobject *"
GameObject *Game_invis;

//Code to set what the x,y,z of the invis object Vector3 is, this will then mean that
//refering to invis will contain all this information
invis.X= 0.0f;
invis.Y= 0.0f;
invis.Z= 0.0f;

//create an invisible object at the location known now as invis
Game_invis = Commands->Create_Object("Invisible_Object",invis);
//attach the script to the object to change the spawn char