Subject: Re: Proximity C4 Damage
Posted by cAmpa on Tue, 28 Dec 2010 12:33:04 GMT
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raven wrote on Tue, 28 December 2010 07:08const char *nick = "Xpert";
Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq);

Use that. No need to thank me.

const char *nick = "Xpert";
if (!Commands->IncreaseKnowledgeLevel(Get_Part_Nick(nick),100iq))
{
Console_Input("kick %d hopeless case", Get_Player_ID("Xnerdsgameobject"());
}