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Subject: Re: How do you find owner of a newly bought tank?

Posted by [ghostSWT](#) on Thu, 03 Nov 2005 06:06:24 GMT

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rm5248 how are you with modifying scripts?

in ssaow 1.3.4

under

```
void M00_GrantPowerup_Created::Created(GameObject *obj) {
```

there is a

```
    if (Settings_ShowPlayerPurchase) {  
        char PurchaseMsg[512];  
        sprintf(PurchaseMsg,"%s purchased a  
%s",Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));  
        FDSMessage(PurchaseMsg,"_PURCHASE");  
    }
```

Now i can be wrong but I think that can be used to do what you want. You can try something like saving the `Get_Player_Name(obj)` and `IsPlayerVehicle(obj)`. Then when you need to, check if they match, if they don't then that player is in someone elses tank.

Keep in mind players die, leave, and lose vehicles(death/stolen) so you would have to keep track of those things.

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