
Subject: Re: Beacon creates objects

Posted by [wittebolx](#) on Mon, 10 Sep 2007 23:52:51 GMT

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this is a code im using with Lua V2.

```
if Message == "!purchase recon" then
  if Purchase_Item(Get_GameObj(pID), 300) == 1 then
    local pos = Get_Position(Get_GameObj(pID))
    X = 10*math.cos(Get_Facing(Get_GameObj(pID))*(math.pi / 180))
    Y = 10*math.sin(Get_Facing(Get_GameObj(pID))*(math.pi / 180))
    local pos2 = Vector3(X+pos:GetX(), Y+pos:GetY(), pos:GetZ() + 5)
    Create_Object("Nod_Recon_Bike_Player", pos2)
    InputConsole("msg %s has bought a Recon Bike.", Get_Player_Name_By_ID(pID))
  else
    InputConsole("ppage %d You don't have enough money", pID)
  end
end
end
```

you can change the preset to whatever you like.
