
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [reborn](#) on Wed, 23 Jan 2008 00:59:08 GMT
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wittebolx wrote on Tue, 22 January 2008 03:20reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...

```
class sbhChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
    Commands->Give_Money(obj,-2000,false);
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
}
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

you can still use this command when hand of nod is dead.
would this work?

```
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if Is_Building_Dead(GameObject *hon);
```

I didn't actually test it, I thought that would work. Interesting...

I guess what you posted would work, but I haven't tried.

Darknes2 wrote on Tue, 22 January 2008 19:36: just wanted to tell you guys *and this is pointless in saying that i too dislike chat hook although i probably don't dislike it AS much as everyone else but i use key hooks to let players buy vehicles and all. *i will post my code that steals ur bound vehicle for 500 when its done!

The code you posted but removed was a little off, here it is re-written to actually work:

```
class svChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

    GameObject *obj = Get_GameObj(ID);
    GameObject *veh = Find_My_Veh(obj);
    if (Commands->Get_Money(obj) <= 500){
        Console_Input(StrFormat("page %s you need at least 500$ to buy
this",Get_Player_Name(obj)).c_str());
    }
    else{
        Commands->Give_Money(obj, -500, 1);
        Commands->Enable_Stealth(veh, 1);
    }
}
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE_PUBLIC,0,GAMEMODE_ALL);
```

However, it's still not very good because what if the dude doesn't have a vehicle?
You should do something like
"if(veh){//do the f0sh0zzle}
else{//msg to say you don't have a vehicle dumbass}"
