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Subject: Re: Server Side Hunt The Player  
Posted by [mvrtech](#) on Tue, 05 Feb 2008 23:31:32 GMT  
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i use this lua for a recon bike

```
end
if Message == "!recon" or Message == "!purchase nodrecon" then
    local pos = Get_Position(Get_GameObj(pID))
    if Get_Team(pID) == -1 then
        if Get_Money(pID) < 600 then
            InputConsole("ppage %d [NR] You need 600 credits", pID)
        else
            pos:AssignY(pos:GetY()+1)
            pos:AssignX(pos:GetX()+1)
            pos:AssignZ(pos:GetZ()+1)
            turret = Create_Object("Nod_Recon_Bike_Player", pos)
            Attach_Script_Once(turret, "JFW_Base_Defence", "5,100,1")
            if turret == nil then
                InputConsole("ppage %d [NR] Error creating bike", pID)
            else
                Set_Money(pID, Get_Money(pID)-600)
            end
        end
    end
end
```

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