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Subject: Re: Purchase Vehicles

Posted by [jnz](#) on Tue, 19 Feb 2008 20:12:05 GMT

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pvtschlag wrote on Tue, 19 February 2008 20:10void Create\_Vehicle(const char \*Preset\_Name,float Delay,GameObject \*Owner,int Team); //creates a vechicle,dont know what Delay is for,Owner is for the owner of the vehicle,Team says which sides factories to create it at Never tried using it before but I assume it works.

Creates it at vehicle factory

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