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Subject: Re: Purchase Vehicles

Posted by [SODPaddy](#) on Tue, 19 Feb 2008 21:10:46 GMT

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My code at the moment:

```
if (Type == 0 || Type == 1) {
    if (wcsicmp(Msg2, L"!buy recon") == 0) {
        int Cost = 500;
        GameObject *obj = Get_GameObj(ID);
        if (Purchase_Item(obj, Cost)) {

            if (Get_GameObj(ID) || Settings->GameMode != 2 || Settings->CrateVehSpawnPos[0].X == 0.0f
            || Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f ||
            Settings->CrateVehSpawnPos[1].X == 0.0f || Settings->CrateVehSpawnPos[1].Y == 0.0f ||
            Settings->CrateVehSpawnPos[1].Z == 0.0f) {
                }
            Vector3 Pos = Commands->Get_Position(Get_GameObj(ID));
            Damage_All_Vehicles_Area(999999.0f, "Laser_NoBuilding", Pos, 2.0f, obj, 0);
            Commands->Set_Position((obj), Pos);

            GameObject *Temp = Commands->Create_Object("Invisible_Object", Pos);
            int Rnd = Commands->Get_Random_Int(1, 201);
            int Index = 0;
            if (Rnd <= 25) Index = 0;
            else if (Rnd <= 50) Index = 1;
            else if (Rnd <= 70) Index = 2;
            else if (Rnd <= 90) Index = 3;
            else if (Rnd <= 110) Index = 4;
            else if (Rnd <= 130) Index = 5;
            else if (Rnd <= 145) Index = 6;
            else if (Rnd <= 160) Index = 7;
            else if (Rnd <= 170) Index = 8;
            else if (Rnd <= 180) Index = 9;
            else if (Rnd <= 190) Index = 10;
            else Index = 11;
            Commands->Attach_Script(Temp, "Test_Cinematic", StrFormat("%sRVC_recon.txt", Commands-
            >Get_Player_Type(Get_GameObj(ID)) == 0?"Nod":"GDI") .c_str());
            char Message[100];
            sprintf(Message, "page %d [PB] You Purchased a Recon Bike.", ID,
            Get_Player_Name_By_ID(ID));
            Console_Input(Message);

        }
    }
}
```

I think the teams are very important because NodRVC\_recon.txt and GDIRVC\_recon.txt

Can somebody help me :-/ ?

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