
Subject: Re: Purchase Vehicles

Posted by [wittebolx](#) on Wed, 20 Feb 2008 01:29:41 GMT

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this will drop a recon bike like when you get a vehicle crate:
also add the cost and made it so it only works of the airstrip is online.

gmmain.cpp

```
class reconChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    float Credits = Commands->Get_Money(obj);
if(!Is_Building_Dead(Find_Airstrip(0)))
{
if(Credits >= 300){
    Commands->Give_Money(obj,-300,false);
    Commands->Attach_Script(obj,"reb_reconVehicle_reinforcements","");
}
else {
    Console_Input(StrFormat("ppage %d [WGC] You need $300 to use this command, Your AirStrip
needs to be Online!.",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<reconChatCommand>
reconChatCommandReg("!recon",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

```
//////////
//////////recon//////////
//Vehicle Reinforcements/
//////////
//////////
```

```
void reb_reconVehicle_reinforcements::Created(GameObject *obj) {
```

```
Vector3 position = Commands->Get_Position(obj);
GameObject *flare = Commands->Create_Object("Signal_Flares",position);
flareID = Commands->Get_ID(flare);
Commands->Attach_Script(flare,"JFW_Disable_Physical_Collision","");
```

```
Commands->Create_2D_WAV_Sound("m00gnod_secx0007r3nors_snd.wav");
Console_Input("msg a Nod Vehicle is Ordered!");
Console_Input(StrFormat("ppage %d [Mission Controll at WGC] You have called in a Nod Vehicle,
Your Vehicle will be arriving at your position soon.",Get_Player_ID(obj)).c_str());
```

```
Commands->Start_Timer(obj,this,3.0f,1);
Commands->Start_Timer(obj,this,6.0f,2);
```

```

Commands->Start_Timer(obj,this,9.0f,3);

}

void reb_reconVehicle_reinforcements::Timer_Expired(GameObject *obj, int number) {

GameObject *flare = Commands->Find_Object(flareID);

if(number == 1){

    Commands->Create_2D_WAV_Sound("m00gnod_kill0030a2nsmg_snd.wav");
    Commands->Attach_Script(flare,"Test_Cinematic","reconVehicle_Paratroopers.txt");
}
if(number == 2){

    Console_Input("msg a Nod Vehicle is arriving!");
}
if(number == 3){

    Commands->Create_2D_WAV_Sound("m00evag_dsgn0006i1evag_snd.wav");
}
}

```

```

ScriptRegistrant<reb_reconVehicle_reinforcements>
reb_reconVehicle_reinforcements_Registrant("reb_reconVehicle_reinforcements","");

```

```

gmmain.h
class reb_reconVehicle_reinforcements : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int flareID;
};

```

and the txt file for in your data folder.

reconVehicle_Paratroopers.txt

```

;***** Transport Helicopter Hummvee Drop *****
;
; ***** Trajectory Transport
;
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1
; ***** Transport
;
-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"

```

```
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"
-1 Set_Primary, 2
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport",1
-700 destroy_object, 2

; ***** Trajectory Nod_Light_Tank

-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1

; ***** Nod_Light_Tank

-1 Create_Real_Object, 4, "Nod_Recon_Bike_Player", 3, "BN_Trajectory"
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"
-437 Move_Slot, 7, 4

; ***** Harness

-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0

; ***** Primary Destroyed

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6
```

thats all
have fun
