
Subject: Re: Code/Source Request Crates

Posted by [mr£Ä\\$Ä-z](#) on Mon, 07 Apr 2008 22:09:05 GMT

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Ok this is a C++ Thread,

Nice Code, anyways Clients need Scripts 2.* to use this Function.

It Displays the Purchase terminal, NOT the Sidebar. Enjoy:

```
// !PCT
class PCTframeChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    if(Get_Object_Type(obj) == 0)
    {
        Display_NOD_Player_Terminal_Player(obj);
    }
    else
    if(Get_Object_Type(obj) == 1)
    {
        Display_GDI_Player_Terminal_Player(obj);
    }
}
};
ChatCommandRegistrant<PCTframeChatCommand>
PCTframeChatCommandReg("!pct",CHATTYPE_ALL, 0, GAMEMODE_ALL);
```
