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Subject: Re: Isellveh

Posted by [reborn](#) on Thu, 24 Apr 2008 15:56:20 GMT

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Updated to halt the sale if you re-enter, and a sale message...

```
void reb_sell_veh::Created(GameObject *obj) {
GameObject *MyVeh = Find_My_Veh(obj);
VehID = Commands->Get_ID(MyVeh);
```

```
Commands->Start_Timer(obj, this, 15.0f, 1);
}
```

```
void reb_sell_veh::Killed(GameObject *obj, GameObject *shooter){
Console_Input(StrFormat("ppage %d Your vehicle sale has been
halted",Get_Player_ID(obj)).c_str());
sellingveh = false;
}
```

```
void reb_sell_veh::Timer_Expired(GameObject *obj, int number){
if(number == 1){
if(Commands->Find_Object(VehID)){
float value = GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj)));
Console_Input(StrFormat("ppage %d Your vehicle was successfully sold for
$%f.",Get_Player_ID(obj),value).c_str());
Commands->Give_Money(obj,GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj))), 0);
Commands->Destroy_Object(Find_My_Veh(obj));
sellingveh = false;
}
}
}
```

```
class sellvehChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *MyVeh = Find_My_Veh(Get_GameObj(ID));
GameObject *Own = Get_GameObj(ID);
float Value = GetValue(Commands->Get_Preset_Name(MyVeh));
int Type = Commands->Get_Player_Type(Own);
if (Type == 2){
float Dist =
Commands->Get_Distance(Commands->Get_Position(Own),Commands->Get_Position(Find_Wa
r_Factory(0)));
if (!MyVeh) {
Console_Input(StrFormat("ppage %d You must have a vehicle bound to you to use this
```

```

command. Type !bind in teamchat to bind the vehicle you are currently in.",ID).c_str());
}
if (MyVeh && Value > 0 && Dist <= 20.0f) {
    Force_Occupants_Exit(MyVeh);
    Commands->Send_Custom_Event(Own,MyVeh,1112,0,0);
    Commands->Attach_Script(Own,"reb_sell_veh","");
    Console_Input(StrFormat("ppage %d Your vehicle will be sold in 15 seconds for $%f, unless you
re-enter it or it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
    sellingveh = true;
}
if (MyVeh && Value == 0) {
    Console_Input(StrFormat("ppage %d This vehicle is not supported by this command, please
report this bug.",ID).c_str());
}
if (Dist > 20.0f) {
    Console_Input(StrFormat("ppage %d To use this command you must be in close proximity to
the Nod WarFactory",ID).c_str());
}
}
else{
float Dist =
Commands->Get_Distance(Commands->Get_Position(Own),Commands->Get_Position(Find_Wa
r_Factory(1)));
if (!MyVeh) {
    Console_Input(StrFormat("ppage %d You must have a vehicle bound to you to use this
command. Type !bind in teamchat to bind the vehicle you are currently in.",ID).c_str());
}
if (MyVeh && Value > 0 && Dist <= 20.0f) {
    Force_Occupants_Exit(MyVeh);
    Commands->Send_Custom_Event(Own,MyVeh,1112,0,0);
    Commands->Attach_Script(Own,"reb_sell_veh","");
    Console_Input(StrFormat("ppage %d Your vehicle will be sold in 15 seconds for $%f, unless you
re-enter it or it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
    sellingveh = true;
}
if (MyVeh && Value == 0) {
    Console_Input(StrFormat("ppage %d This vehicle is not supported by this command, please
report this bug.",ID).c_str());
}
if (Dist > 20.0f) {
    Console_Input(StrFormat("ppage %d To use this command you must be in close proximity to
the GDI WarFactory",ID).c_str());
}
}
}
};

```

```
ChatCommandRegistrant<sellvehChatCommand>  
sellvehChatCommandReg("!sellveh",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

declare and initialise sellingveh at the top of your .cpp file (I choose GMMAIN.cpp).

```
bool sellingveh = false;
```

I also added this code to the "else if (message == CUSTOM\_EVENT\_VEHICLE\_ENTER) {" conditional in the "void MDB\_SSGM\_Vehicle\_Owner::Custom(GameObject \*obj, int message, int param, GameObject \*sender) {" script. I moved this script over to GMMAIN.cpp long ago, but if you do not want to do that then you must remember to externalise the sellingveh boolean.

```
if (IsLocked && Commands->Get_ID(Get_Vehicle_Occupant(obj,0)) ==  
Commands->Get_ID(sender) && Commands->Get_ID(sender) == MyOwner(3)) {  
    if(sellingveh){  
        Remove_Script(Get_GameObj(MyOwner(2)),"reb_sell_veh");  
        Console_Input(StrFormat("ppage %d Your vehicle sale has been halted because you re-entered  
your vehicle.",MyOwner(2)).c_str());  
        sellingveh = false;  
    }  
}
```

---