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Subject: Re: !sellveh

Posted by [a000clown](#) on Sat, 19 Jul 2008 00:25:43 GMT

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I know this is a little old, but I noticed the team number is wrong in the first portion of the code, line 6.

```
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);
    int Type = Commands->Get_Player_Type(Own);
    if (Type == 2){
```

It should be (Type == 0) instead of (Type == 2)

Another thing, when you type !sellveh it says it will be sold for \$0.000000 but after the 15 seconds it gets sold for the correct price.

I haven't figured out how to fix this.

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