
Subject: Re: !sellveh

Posted by [wittebolx](#) on Sun, 20 Jul 2008 12:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Clown wrote on Sat, 19 July 2008 02:25I 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.

```
float GetValue(const char* Preset) {
    float VehValue = 0;
    // These preset names need to be changed to renegade vehicle preset names, you also need to
    // make the cost whatever you feel is the right amount to get for the sale of the vehicle
    if (strcmp(Preset,"CnC_Nod_APC") == 0) VehValue = 250;
    else if (strcmp(Preset,"CnC_GDI_APC") == 0) VehValue = 250;
    else if (strstr(Preset,"CnC_GDI_Humm-vee") == 0) VehValue = 175;
    else if (strstr(Preset,"CnC_GDI_MRLS") == 0) VehValue = 225;
    else if (strstr(Preset,"CnC_Civilian_Pickup01_Secret") == 0) VehValue = 50;
    else if (strstr(Preset,"CnC_Civilian_Sedan01_Secret") == 0) VehValue = 50;
    else if (strstr(Preset,"CnC_Nod_Buggy") == 0) VehValue = 150;
    else if (strstr(Preset,"CnC_Nod_Mobile Artillery") == 0) VehValue = 225;
    else if (strstr(Preset,"Nod_Chameleon") == 0) VehValue = 100;
    else if (strstr(Preset,"CnC_Nod_Recon_Bike") == 0) VehValue = 150;
    else if (strstr(Preset,"CnC_Nod_Transport") == 0) VehValue = 400;
    else if (strstr(Preset,"CnC_GDI_Transport") == 0) VehValue = 400;
    else if (strstr(Preset,"CnC_GDI_Medium_Tank") == 0) VehValue = 400;
    else if (strstr(Preset,"CnC_GDI_Mammoth_Tank") == 0) VehValue = 600;
    else if (strstr(Preset,"CnC_Nod_Light_Tank") == 0) VehValue = 300;
    else if (strstr(Preset,"CnC_Nod_Flame_Tank") == 0) VehValue = 400;
    else if (strstr(Preset,"CnC_Nod_Stealth_Tank") == 0) VehValue = 450;
    else if (strstr(Preset,"CnC_Nod_Apache") == 0) VehValue = 450;
    else if (strstr(Preset,"CnC_GDI_Orca") == 0) VehValue = 450;
    else if (strstr(Preset,"CnC_GDI_Harvester") == 0) VehValue = 500;
    else if (strstr(Preset,"CnC_Nod_Harvester") == 0) VehValue = 500;

    return VehValue;
}
```

```

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 == 0){
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 it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
    }
    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 it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
    }
    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);

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());
}

void reb_sell_veh::Timer_Expired(GameObject *obj, int number){
if(number == 1){
if(Commands->Find_Object(VehID)){
Commands->Destroy_Object(Find_My_Veh(obj));
Commands->Give_Money(obj,GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj))), 0);
}
}
}
}

```
