Subject: Re: !sellveh
Posted by reborn on Mon, 21 Jul 2008 15:22:25 GMT
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Hex wrote on Sun, 20 July 2008 09:21I would use
Get_Cost(Commands->Get_Preset_Name(obj))/2 rarther than having to do it for each vehicle

I did update the code to do this and posted it earlier in the thread:

```
void reb_sell_veh::Timer_Expired(GameObject *obj, int number){
if(number == 1){
 if(Commands->Find_Object(VehID)){
unsigned int worth;
worth = (Get_Cost((Commands->Get_Preset_Name(Commands->Find_Object(VehID))))/2);
if (worth > 0){
Console_Input(StrFormat("ppage %d Your vehicle was successfully sold for
$%i.",Get_Player_ID(obj),worth).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;
}
else {
  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;
 }
 }
}
}
```

The only reason I don't rely on get_cost is because allot of the maps on my server use temped presets with varying costs, and that function will not work with them.
But for renegade that else would most likely never get called.