I've noticed that the way vehicles and powerups are bought on coop servers is kinda ugly, using pokeable objects and chat commands. So here's some code that will allow you to have working vehicle purchase menus on SP maps. You will be able to purchase vehicles from the PT and have them airdropped in, and purchase powerups the same way as beacons. It could also be made to airdrop the powerups if you wanted to.

```
void Set_Vehicle_Factory_Is_Busy(VehicleFactoryGameObj *VF,bool Busy) {
 if (VF) {
  *((bool*)VF+0x8C8) = Busy; //Set_Is_Busy needs to be added to VehicleFactoryGameObj
  VF->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_RARE,true);
 }
}

int VehiclePurchase(BaseControllerClass *Base,GameObject *Purchaser,unsigned int Cost,unsigned int Preset,const char *Data) {
 DefinitionClass *Def = Find_Definition(Preset);
 if (Def) {
  if (Def->Get_Class_ID() == CID_Vehicle) { //It's a vehicle
   VehicleFactoryGameObj *VF = (VehicleFactoryGameObj*)Base->Find_Building(BuildingConstants::TYPE_VEHICLE_FACTORY);
   if (!Base->Can_Generate_Vehicles() || !VF || VF->Is_Busy()) {
    return 3;
   }
   else if ((unsigned int)VF->Get_Team_Vehicle_Count() >= Get_Vehicle_Limit()) {
    return 3;
   }
   if (Purchase_Item(Purchaser,Cost)) {
    int Team = Base->Get_Player_Type();
    VehicleGameObj *Veh = Commands->Create_Object(Def->Get_Name(),Vector3(0,0,0))->As_VehicleGameObj();
    GameObject *Cin = Commands->Create_Object("Invisible_Object",VehiclePosition[Team]); //Set the position however you want
    Commands->Attach_Script(Cin,"Test_Cinematic",StringClass::getFormattedString("%s_Vehicle_Purchase.txt",Team?"GDI":"Nod")); //Create the cinematic
    Commands->Send_Custom_Event(Veh,Cin,10004,Commands->Get_ID(Veh),0); //Insert vehicle into cinematic at slot 4
    Veh->Lock_Vehicle(Purchaser->As_SoldierGameObj(),30.0f); //Lock vehicle
    Set_Vehicle_Factory_Is_Busy(VF,true);
    //You should attach a script to the vehicle that makes it invincible until it lands. The same script can also be used to make the VF not busy.
    return 0;
```

```
  }
  return 2;
 }
 else if (Def->Get_Class_ID() == CID_PowerUp) { //It's a powerup
  PowerUpGameObjDef *PowerUpDef = (PowerUpGameObjDef*)Def;
  if (PowerUpDef->GrantWeapon &&
Has_Weapon(Purchaser,Get_Definition_Name(PowerUpDef->GrantWeaponID))) {
   return 4; //Stop players from accidentally buying a weapon they already have
  }
  else if (Purchase_Item(Purchaser,Cost)) {
   PowerUpDef->Grant(Purchaser->As_SoldierGameObj());
   return 0;
  }
  return 2;
 }
 }
 return 4;
}
```

Obviously you'll need a vehicle factory on the map which can be added through leveledit or created in a script with Create_Building.

File Attachments
1) GDI_Vehicle_Purchase.txt, downloaded 256 times