
Subject: sound after vehicle purchase

Posted by [SODPaddy](#) on Mon, 05 Dec 2011 13:30:08 GMT

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im trying this:

```
Quote: FDSMessage(StrFormat("Purchase: %ls -
%s",Get_Wide_Player_Name(obj),Translate_Preset(obj).c_str()),"_PURCHASE");
```

```
int Team = Get_Team(Get_Player_ID(obj));
if (Team == 0)
{
    if (!_stricmp(Get_Translated_Preset_Name(obj),"Nod Buggy"))
Create_2D_WAV_Sound_Player(obj,"mxxdsgn_dsgn0050i1evag_snd.wav");
}
else if (Team == 1)
{
    if (!_stricmp(Get_Translated_Preset_Name(obj),"Humm-Vee"))
Create_2D_WAV_Sound_Player(obj,"mxxdsgn_dsgn0050i1evag_snd.wav");

}
}
```

but it does not running

someone has a idea?

Subject: Re: sound after vehicle purchase

Posted by [Jerad2142](#) on Mon, 05 Dec 2011 14:47:50 GMT

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```
Get_Translated_Preset_Name(obj),"Nod Buggy"))
```

Your checking if the player is named Nod Buggy/Humm-Vee (Judging by the use of obj in the rest of this code anyways); which will never be true unless you rename the soldier so the sound will never play

Subject: Re: sound after vehicle purchase

Posted by [SODPaddy](#) on Tue, 06 Dec 2011 15:50:12 GMT

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mh,

sorry, but i dont know what u mean....

Subject: Re: sound after vehicle purchase
Posted by [iRANian](#) on Tue, 06 Dec 2011 16:30:53 GMT
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The "obj" variable refers to the player's soldier object, not his vehicle.
