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Subject: storing cash in some sort of bank  
Posted by [robbyke](#) on Mon, 26 Mar 2012 11:09:23 GMT  
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I want to create some sort of bank however i have no idea how i can create some sort of storage that can hold the money

i know there used to be a way to rebuild the nod turrets if you picked up a powerup i wanted to do some similar but with a chatcommand

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Subject: Re: storing cash in some sort of bank  
Posted by [sla.ro\(master\)](#) on Tue, 27 Mar 2012 07:34:50 GMT  
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is called refund powerup, was on BrenBot.dll, i made my own refund powerup on Lua. You need to attach a script to that turret and when dies, to create a powerup who have another script, that another script will have the refund script. maybe you need to make a invisible controller too for timer and refund store.

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Subject: Re: storing cash in some sort of bank  
Posted by [iRANian](#) on Tue, 27 Mar 2012 16:19:21 GMT  
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You'll have to be more specific if you want anyone to be able to help you.

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Subject: Re: storing cash in some sort of bank  
Posted by [robbyke](#) on Tue, 27 Mar 2012 23:44:12 GMT  
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i dont have anyhting more specifik

i want to create a script/object that can play as bank for me

and i want to be able for example use !store <amount>

to store money

i dont have more details then that sla.ro helped

if turret rebuild worked with just scripts i should be able to do it that way.

ill get into as soon as i get out of exams

if i get stuck then ill give more details and also code that way its easier to help

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Subject: Re: storing cash in some sort of bank  
Posted by [iRANian](#) on Wed, 28 Mar 2012 01:12:11 GMT  
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Is the bank object, player or team specific and does this bank exist until the match ends/server restarts/indefinitely or w/e?

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Subject: Re: storing cash in some sort of bank  
Posted by [C4Smoke](#) on Wed, 28 Mar 2012 02:19:43 GMT  
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DarkOrbit Owner of Cloud Gaming had his own bank system setup. Maybe you could pm him here and ask him to share.

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Subject: Re: storing cash in some sort of bank  
Posted by [robbyke](#) on Wed, 28 Mar 2012 11:09:53 GMT  
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iRANian wrote on Wed, 28 March 2012 03:12Is the bank object, player or team specific and does this bank exist until the match ends/server restarts/indefinitely or w/e?

ban is supposed to exist for one game team specifik

C4Smoke wrote on Wed, 28 March 2012 04:19DarkOrbit Owner of Cloud Gaming had his own bank system setup. Maybe you could pm him here and ask him to share.

i know but id like to get this up and running myself that way i might understand scripts better again

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Subject: Re: storing cash in some sort of bank  
Posted by [iRANian](#) on Wed, 28 Mar 2012 12:00:51 GMT  
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So what are you having issues with? This is extremely simple to do.

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Subject: Re: storing cash in some sort of bank  
Posted by [triattack](#) on Wed, 28 Mar 2012 13:24:22 GMT  
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I use a really simple pool system for my building revival in apb if you mod it a bit more and make the pool store the ammount a player has in an array that uses the player ID you should have

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some sort of bank system.

if you split it and add a script to add interest to it you should have a bank system.

```
if(Get_Money(PlayerID) >= fund_hp)
{
    Set_Money(PlayerID,Get_Money(PlayerID)-fund_hp);
    money_hp[Get_Team(PlayerID)] ++;
    int temp = money_hp[Get_Team(PlayerID)];
    int temp1 = temp * fund_hp;
    int temp2 = fund_hp * needed_amount_donations_hp;
    char funded[250];
    sprintf(funded,"%d has been added to the Helli Pad pool the Helli Pad pool now contains:
%d / %d", fund_hp, temp1, temp2);
    Send_Message_Team(team,0,255,0,funded);
    bool restored =
tri_Restore(hp,needed_amount_donations_wf,money_hp[Get_Team(PlayerID)],4);
    if(restored)
    {
        Send_Message_Team(team,0,255,5,"your hp is restored nice job");
    }
}
```

this is a really short part of the plugin (it isn't released as the FDS isn't done yet and the plugin still needs to be cleaned once done i'll post it here and on the apb forums with source.

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Subject: Re: storing cash in some sort of bank  
Posted by [robbyke](#) on Fri, 30 Mar 2012 09:36:01 GMT  
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iRANian wrote on Wed, 28 March 2012 14:00So what are you having issues with? This is extremely simple to do.

it might be easy but i didnt see a start and then its hard to do...

not everyone is an extremely well coder

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Subject: Re: storing cash in some sort of bank  
Posted by [iRANian](#) on Fri, 30 Mar 2012 10:42:42 GMT  
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i'm terrible at programming

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Subject: Re: storing cash in some sort of bank  
Posted by [robbyke](#) on Fri, 30 Mar 2012 13:19:24 GMT  
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well iranian at the amount you make i wouldnt say so

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Subject: Re: storing cash in some sort of bank  
Posted by [Ethenal](#) on Sat, 31 Mar 2012 14:06:24 GMT  
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robbyke wrote on Fri, 30 March 2012 04:36iRANian wrote on Wed, 28 March 2012 14:00So what are you having issues with? This is extremely simple to do.

it might be easy but i didnt see a start and then its hard to do...

not everyone is an extremely well coder

Neither am I dude, but what you're proposing is extremely simple. About as simple as reading a number from a file, adding to it, and saving it again. There's your bank.

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