JFW_Create_Vehicle_On_Custom (will create a vehicle from the vechicle factory when sent a custom)
JFW_Vehicle_Buy (like JFW_Preset_Buy but creates a vehicle from the vehicle factory)
JFW_Character_Buy (like JFW_Preset_Buy but changes the character of the thing doing the buying)
GameObject *Get_GameObj(int ID) converts a player ID into a GameObject
int Get_Player_ID(GameObject *obj) converts a GameObject into a Player ID
char *Get_Player_Name(GameObject *obj) converts a GameObject into a Player Name
int Get_Occupant_Count() gets the count of how many people are in a vehicle
GameObject *Get_Occupant(int seat) gets the object that is in a particular seat (dont know if I can do this one or not yet)
bool Contains_Occupant(GameObject *obj) will tell if a vehicle contains a particular soldier or not
GameObject *Get_Gunner(GameObject *obj) will get the gunner of a vehicle (if the gunner is the same as the driver, the driver is returned)
GameObject *Get_Driver(GameObject *obj) will get the driver of a vehicle
GameObject *Get_Vehicle(GameObject *obj) will get the vehicle being driven by a soldier