
Subject: Re: Editing Existing Code

Posted by [Whitedragon](#) on Mon, 25 Jun 2007 03:25:09 GMT

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This is something I made for Kamuix. You can use it for what you're trying to do.

```
else if (strcmp(Msg2,"!Deploy GuardTower") == 0) {
  if (Get_Object_Type(obj) == 1) {
    int Cost = 500;
    char message[256];
    GameObject *obj = Get_GameObj(ID);
    if (Purchase_Item(obj,Cost) {
      Vector3 Pos = Commands->Get_Position(obj);
      Pos.Z += 5;
      GameObject *GT = Commands->Create_Object("GDI_Guard_Tower",Pos);
      Commands->Disable_Physical_Collisions(GT);
      sprintf(message,"msg Player %s has deployed a GDI Guard
Tower",Get_Player_Name_By_ID(ID));
      Console_Input(message);
    }
    else {
      sprintf(message,"ppage %d Sorry, a Guard Tower costs $500",ID);
      Console_Input(message);
    }
  }
}
```
