
Subject: Re: 2 More Codes Needed

Posted by [_SSnipe_](#) on Sat, 30 Jun 2007 09:00:51 GMT

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heres what i got for buying vechs heres the sample for nod and gdi

```
else if (strcmp(Msg2,"!Buy Stank") == 0) {
  if (Get_Object_Type(obj) == 1) {
    int Cost = 900;
    char message[256];
    Create_Vehicle(CnC_Nod_Stealth_Tank,0.0f,object,1);
    sprintf(message,"msg Player %s has Purchase A Stank",Get_Player_Name_By_ID(ID));
    Console_Input(message);
  } else {
    sprintf(message,"ppage %d Sorry, a Stank costs $900",ID);
    Console_Input(message);
  }
}
```

```
else if (strcmp(Msg2,"!Buy mammy") == 0) {
  if (Get_Object_Type(obj) == 1) {
    int Cost = 1500;
    char message[256];
    Create_Vehicle(CnC_GDI_Mammoth_Tank,0.0f,object,1);
    sprintf(message,"msg Player %s has Purchase A mammy",Get_Player_Name_By_ID(ID));
    Console_Input(message);
  } else {
    sprintf(message,"ppage %d Sorry, a mammy costs $1500",ID);
    Console_Input(message);
  }
}
```

and heres what i got for buying a char

```
else if (strcmp(Msg2,"!havoc") == 0) {
  if (Get_Object_Type(obj) == 1) {
    int Cost = 1000;
    char message[256];
    Change_Character(object,CnC_GDI_MiniGunner_3Boss)
    sprintf(message,"msg Player %s has Purchase A havoc",Get_Player_Name_By_ID(ID));
  }
}
```

```
Console_Input(message);
else {
    sprintf(message,"page %d Sorry, a havoc costs $1000",ID);
    Console_Input(message);
}
}
}
```

some parts i had trouble filling out can anyone tell me what parts to fill out,fix and if it will work?
