
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [wittebolx](#) on Tue, 22 Jan 2008 08:20:13 GMT
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reborn wrote on Thu, 13 December 2007 19:04Yeah, sorry math

Anyway, madrocks...

```
class sbhChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if(hon){
if(Credits >= 2000 && (Team == 0) ){
    Commands->Give_Money(obj,-2000,false);
Change_Character(obj,"CnC_Nod_FlameThrower_2SF");
Commands->Set_Position(obj,position);
}
else{
Console_Input(StrFormat("ppage %d You have not been charged for this purchase because you
did not meet requirements.",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<sbhChatCommand>
sbhChatCommandReg("!sbh",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

I havn't looked at your code yet hex, looking foward to it

you can still use this command when hand of nod is dead.
would this work?

```
GameObject *hon = Find_Soldier_Factory(0);
Vector3 position;
position = Commands->Get_Position(obj);
if Is_Building_Dead(GameObject *hon);
```