
Subject: Re: Purchase Vehicles
Posted by [jnz](#) on Tue, 19 Feb 2008 17:28:32 GMT
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```
if (wcsicmp(Msg2, L"!buy recon") == 0)
{
    const int cost = 500;
    if(Purchase_Item(ID, cost))
    {
        Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
        pos.X += 5;
        pos.Z += 3;
        Commands->Create_Object("RECON BIKE PRESET", pos);
    }
    else
    {
        char msg[128];
        sprintf(msg, "ppage %d You don't have enough credits to buy a recon bike.", ID);
        Console_Input(msg);
    }
}
```