
Subject: Re: How to add an OBGun in SSGM

Posted by [wittebolx](#) on Sat, 15 Mar 2008 13:24:24 GMT

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this works only if your PP is online and when you have modded the preset "POW_Double_Damage" in objects.gm

```
class ddamageChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
Vector3 position;
position = Commands->Get_Position(obj);
if(!Is_Building_Dead(Find_Power_Plant(Get_Team(ID))))
{
if(Credits >= 5000){
    Commands->Give_Money(obj,-5000,false);
char message[256];
sprintf(message,"msg [WGC]: %s just Upgraded his Weapons Arsenal with a Obelisk Gun",
Get_Player_Name_By_ID(ID));
Console_Input(message);
Commands->Give_Powerup(obj,"POW_Double_Damage",false);
Commands->Set_Position(obj,position);
    }
else{
Console_Input(StrFormat("ppage %d You need $5000, Your Power Plant needs to be
Online!",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<ddamageChatCommand>
ddamageChatCommandReg("!lobby",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```
