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Subject: Re: created bots

Posted by [SODPaddy](#) on Wed, 19 Mar 2008 18:34:42 GMT

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i created this bot via c++

like:

```
if (Type == 0 || Type == 1) {
if (wcsicmp(Msg2, L"!bothavoc") == 0) {
if (Commands->Get_Money(Get_GameObj(ID)) >= 2000) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 position = Commands->Get_Position(obj);
    position.Z += 5;
    position.X -= 5;
    Commands->Create_Object("CnC_GDI_MiniGunner_3Boss_Skirmish",position);
    Commands->Give_Money(Get_GameObj(ID),(float)-2000,false);
    char Message[100];
    sprintf(Message,"ppage %d [PB] %s your item created.", ID, Get_Player_Name_By_ID(ID));
    Console_Input(Message);
}
else {
    Commands->Give_Money(Get_GameObj(ID),0,false);
    char Message[100];
    sprintf(Message,"ppage %d [PB] Sorry, this item cost $2000", ID,
Get_Player_Name_By_ID(ID));
    Console_Input(Message);

}
}
}
```

Look -> [http://ehserv.netgamezone.de/forum/viewthread.php?forum\\_id=9&thread\\_id=1](http://ehserv.netgamezone.de/forum/viewthread.php?forum_id=9&thread_id=1)

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