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Subject: Re: !sellveh

Posted by [reborn](#) on Thu, 24 Apr 2008 11:41:59 GMT

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EA-DamageEverything wrote on Thu, 24 April 2008 07:25Nice code Reborn! I remember BC has (or had) the !sellveh command inside their scripts, is yours similar to that? At least I read something about this on their Wiki.

Yeah, I created this based on my experiance in the Black-cell server. In my opinion it's always been, and still is the best renegade server out there.

I need to update this code at some point to make it halt the sale on the  
MDB\_SSGM\_Vehicle\_Owner::Custom event, specifically on this conditional:

```
else if (message == CUSTOM_EVENT_VEHICLE_ENTER) {  
so that it halts if the owner of the vehicle gets back in the vehicle. But other then that it works  
pretty much identically to DA (although DA doesn't restrict where you can sell it).
```

I feel bad posting code here sometimes, black-cell has done loads for the renegade scene, and I seem to always plaguerise there features. And WD is normally the first person i go to if I have a problem that I don't understand.

But I hope that the black-cell community see this more as a homage to DA's excellence ather then trying to be a stinky little butt-hole.

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