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Subject: Re: !sellveh

Posted by [reborn](#) on Thu, 12 Jun 2008 10:09:58 GMT

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I've actually changed that quite a bit now anyway, for cnc\_reborn there have been some map releases with temped vehicles so it makes sense to do it the way I did with GetValue, however for renegade you can get the cost directly from the preset itself.

Actually this will still most likely work for renegade, and still allow you to adapt if you have temped vehicle presets in your server too. Here's my updated version.

```
class sellvehChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *MyVeh = Find_My_Veh(Get_GameObj(ID));
    GameObject *Own = Get_GameObj(ID);
    int Type = Commands->Get_Player_Type(Own);
    if (Type == 2){
float Dist =
Commands->Get_Distance(Commands->Get_Position(Own),Commands->Get_Position(Find_Sol
dier_Factory(0)));
    if (!MyVeh) {
        Console_Input(StrFormat("ppage %d You must have a vehicle bound to you to use this
command. Type !bind in teamchat to bind the vehicle you are currently in.",ID).c_str());
    }
    if (MyVeh && Dist <= 20.0f) {
        Force_Occupants_Exit(MyVeh);
        Commands->Send_Custom_Event(Own,MyVeh,1112,0,0);
        Commands->Attach_Script(Own,"reb_sell_veh","");
        Console_Input(StrFormat("ppage %d Your vehicle will be sold in 15 seconds for $%f, unless you
re-enter it or it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
        sellingveh = true;
    }
    if (Dist > 20.0f) {
        Console_Input(StrFormat("ppage %d To use this command you must be in close proximity to
the Nod HON",ID).c_str());
    }
    }
    else{
float Dist =
Commands->Get_Distance(Commands->Get_Position(Own),Commands->Get_Position(Find_Sol
dier_Factory(1)));
    if (!MyVeh) {
        Console_Input(StrFormat("ppage %d You must have a vehicle bound to you to use this
command. Type !bind in teamchat to bind the vehicle you are currently in.",ID).c_str());
    }
    if (MyVeh && Dist <= 20.0f) {
        Force_Occupants_Exit(MyVeh);
```

```

    Commands->Send_Custom_Event(Own,MyVeh,1112,0,0);
    Commands->Attach_Script(Own,"reb_sell_veh","");
    Console_Input(StrFormat("ppage %d Your vehicle will be sold in 15 seconds for $%f, unless you
re-enter it or it is
stolen/destroyed.",ID,GetValue(Commands->Get_Preset_Name(MyVeh))).c_str());
    sellingveh = true;
}
if (Dist > 20.0f) {
    Console_Input(StrFormat("ppage %d To use this command you must be in close proximity to
the GDI Barracks",ID).c_str());
}
}
};
ChatCommandRegistrant<sellvehChatCommand>
sellvehChatCommandReg("!sellveh",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

This will now mean that it gets the vehicles value directly from the preset itself and halves it, unless the preset doesn't exist (i.e it's a temped preset you made yourself), then it will try to get the value from GetValue.

```

void reb_sell_veh::Timer_Expired(GameObject *obj, int number){
if(number == 1){
if(Commands->Find_Object(VehID)){
unsigned int worth;
worth = (Get_Cost((Commands->Get_Preset_Name(Commands->Find_Object(VehID))))/2);
if (worth > 0){
Console_Input(StrFormat("ppage %d Your vehicle was successfully sold for
$%i.",Get_Player_ID(obj),worth).c_str());
Commands->Give_Money(obj,GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj))), 0);
Commands->Destroy_Object(Find_My_Veh(obj));
sellingveh = false;
}
else {
float value = GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj)));
Console_Input(StrFormat("ppage %d Your vehicle was successfully sold for
$%f.",Get_Player_ID(obj),value).c_str());
Commands->Give_Money(obj,GetValue(Commands->Get_Preset_Name(Find_My_Veh(obj))), 0);
Commands->Destroy_Object(Find_My_Veh(obj));
sellingveh = false;
}
}
}
}
}
}

```

```

ScriptRegistrant<reb_sell_veh> reb_sell_veh_Registrant("reb_sell_veh","");

```

```

class reb_sell_veh : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
void Killed(GameObject *obj, GameObject *shooter);
int VehID;
};

```

Had to change MDB\_SSGM\_Vehicle\_Owner a little bit...

```

void MDB_SSGM_Vehicle_Owner::Custom(GameObject *obj, int message, int param,
GameObject *sender) {
if (message == 1111) {
    Commands->Destroy_Object(Commands->Find_Object(IconID));
    Commands->Destroy_Object(Commands->Find_Object(IconID2));
    Destroy_Script();
}
else if (message == 1112) {
    IsLocked = true;
    if (Commands->Get_ID(Get_Vehicle_Occupant(obj,0)) != MyOwner(3))
Force_Occupant_Exit(obj,0);
    if (GetIconBone(obj,1)) {
        Commands->Destroy_Object(Commands->Find_Object(IconID));
        GameObject *Icon =
Commands->Create_Object_At_Bone(obj,"Invisible_Object",GetIconBone(obj,1));
        Commands->Set_Model(Icon,"p_keycrd_red");
        Commands->Attach_To_Object_Bone(Icon,obj,GetIconBone(obj,1));
        IconID = Commands->Get_ID(Icon);
    }
    if (GetIconBone(obj,2)) {
        Commands->Destroy_Object(Commands->Find_Object(IconID2));
        GameObject *Icon2 =
Commands->Create_Object_At_Bone(obj,"Invisible_Object",GetIconBone(obj,2));
        Commands->Set_Model(Icon2,"p_keycrd_red");
        Commands->Attach_To_Object_Bone(Icon2,obj,GetIconBone(obj,2));
        IconID2 = Commands->Get_ID(Icon2);
    }
}
else if (message == 1113) {
    IsLocked = false;
    if (GetIconBone(obj,1)) {
        Commands->Destroy_Object(Commands->Find_Object(IconID));
        GameObject *Icon =
Commands->Create_Object_At_Bone(obj,"Invisible_Object",GetIconBone(obj,1));
        Commands->Set_Model(Icon,"o_em_apc");
        Commands->Attach_To_Object_Bone(Icon,obj,GetIconBone(obj,1));
        IconID = Commands->Get_ID(Icon);
    }
}
}

```

```

if (GetIconBone(obj,2)) {
    Commands->Destroy_Object(Commands->Find_Object(IconID2));
    GameObject *Icon2 =
Commands->Create_Object_At_Bone(obj,"Invisible_Object",GetIconBone(obj,2));
    Commands->Set_Model(Icon2,"o_em_apc");
    Commands->Attach_To_Object_Bone(Icon2,obj,GetIconBone(obj,2));
    IconID2 = Commands->Get_ID(Icon2);
}
}
else if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
    if (Commands->Get_Player_Type(sender) != Team) {
        Console_Input(StrFormat("ppage %d The enemy has stolen your
vehicle!",MyOwner(2)).c_str());
        Commands->Destroy_Object(Commands->Find_Object(IconID));
        Commands->Destroy_Object(Commands->Find_Object(IconID2));
        Destroy_Script();
    }
    else if (IsLocked && Commands->Get_ID(Get_Vehicle_Occupant(obj,0)) ==
Commands->Get_ID(sender) && Commands->Get_ID(sender) != MyOwner(3)) {
        Commands->Control_Enable(sender,false);
        Commands->Start_Timer(obj,this,0.5f,3);
        Console_Input(StrFormat("pamsg %d The vehicle you entered is locked and belongs to
%ls.",Get_Player_ID(sender),Get_Wide_Player_Name_By_ID(MyOwner(2))).c_str());
    }
    else if (Commands->Get_ID(Get_Vehicle_Occupant(obj,0)) == Commands->Get_ID(sender) &&
Commands->Get_ID(sender) != MyOwner(3)) {
        Console_Input(StrFormat("ppage %d Warning! %ls has entered your bound vehicle. If you wish
to remove them type !vkick in teamchat.",MyOwner(2),Get_Wide_Player_Name(sender)).c_str());
    }
    if (IsLocked && Commands->Get_ID(Get_Vehicle_Occupant(obj,0)) ==
Commands->Get_ID(sender) && Commands->Get_ID(sender) == MyOwner(3)) {
        if(sellingveh){
            Remove_Script(Get_GameObj(MyOwner(2)),"reb_sell_veh");
            Console_Input(StrFormat("ppage %d Your vehicle sale has been halted because you re-entered
your vehicle.",MyOwner(2)).c_str());
            sellingveh = false;
        }
    }
}
}
}
}

```

```

float GetValue(const char* Preset) {
    float VehValue = 0;

```

```

if (stricmp(Preset,"test") == 0) VehValue = 1;
else if (stricmp(Preset,"GDI Harvester MP2") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Harvester MP") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Titan") == 0) VehValue = 700;
else if (stricmp(Preset,"GDI Wolverine") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Orca") == 0) VehValue = 500;
else if (stricmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500;
else if (stricmp(Preset,"NOD Harvester MP") == 0) VehValue = 300;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod TickTank") == 0) VehValue = 525;
else if (stricmp(Preset,"Nod Buggy") == 0) VehValue = 200;
else if (stricmp(Preset,"GDI Titan TS") == 0) VehValue = 600;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod Buggy TS") == 0) VehValue = 250;

return VehValue;
}

```

You will need to change this to your renegade temped presets (if you have any, if not you should change the reb\_sell\_veh script and nt even bother with this at all.

```

float GetValue(const char* Preset) {
float VehValue = 0;

if (stricmp(Preset,"test") == 0) VehValue = 1;
else if (stricmp(Preset,"GDI Harvester MP2") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Harvester MP") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Titan") == 0) VehValue = 700;
else if (stricmp(Preset,"GDI Wolverine") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Orca") == 0) VehValue = 500;
else if (stricmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500;
else if (stricmp(Preset,"NOD Harvester MP") == 0) VehValue = 300;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod TickTank") == 0) VehValue = 525;
else if (stricmp(Preset,"Nod Buggy") == 0) VehValue = 200;
else if (stricmp(Preset,"GDI Titan TS") == 0) VehValue = 600;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod Buggy TS") == 0) VehValue = 250;

return VehValue;
}

```

Also, you need to include this as a global variable

```

bool sellingveh = false;

```

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