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Subject: could anyone help me with this mod commands

Posted by [cpjok](#) on Fri, 20 Jun 2008 12:42:48 GMT

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ok it works but theres some problems

when they have got anoth to buy it they can buy it and it takes there creds but

if they dont have enough to buy it but use the command it gives them the item and dosent charge them

```
Quote:
class RailChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        char message[256];
        Console_Input(StrFormat("cmsg 166,149,56 [BZ-BOT]: Someone Bought A Railgun",ID).c_str());
        Console_Input(message);
        Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
        float Credits = Commands->Get_Money(obj);
        if(Credits >= 600 ){
            Commands->Give_Money(obj,-600,false);
        }
        else{
            Console_Input(StrFormat("ppage %d Rail Cost 600 ",Get_Player_ID(obj)).c_str());
        }
    }
};
ChatCommandRegistrant<RailChatCommand>
RailChatCommandReg("!rail",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

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