
Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA
Posted by [reborn](#) on Fri, 17 Apr 2009 11:31:22 GMT

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Xpert wrote on Thu, 16 April 2009 22:21 How come you didn't keep the piece of code in that only allowed the user to sell their vehicle if it is near their Vehicle Factory or Infantry Factory? =o

The code I released on here a while ago had errors in it. Whilst it may look similar, there is a different approach to selling the vehicle. The script for example is attached to the vehicle itself rather than the player, and the global boolean is not there (which was totally wrong).

Plus that code was written as a test for CNCReborn, and the barracks/Hand was merely a placeholder for the vehicle depot.

CNCReborn won't use that system, It'll probably use something like, if not the same system as APB for selling them.

But that's the reason why it was written like that with the proximity to the barracks. I saw no reason to add that functionality this time round.

havoc9826 wrote on Fri, 17 April 2009 00:19 Actually, on Black-Cell it was just that you couldn't sell it within a certain distance of the enemy base.

I know you was replying to Xpert, but just to address this, I wasn't super keen on adding that functionality in. It would of been possible to do, and I did consider it, but I wasn't sure of the right distance to use anyway.
