
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [Gen_Blacky](#) on Sun, 10 May 2009 02:17:31 GMT
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reborn wrote on Sat, 09 May 2009 13:00 This might make things work a bit better for you. You would need to apply the same sort of changes I made throughout your code. But it looks nice man.

```
class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    int Team = Get_Object_Type(obj);
    int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
    GameObject *thebuilding = Commands->Find_Object(BuildingID);
    if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
        if(GDICommander[ID] || NodCommander[ID]){
            if(GDICommander[ID]){
                if(GDITeamFund >= CSettings->vehiclefactoriescost){
                    GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
                    Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory").c_str());
                    Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
                    Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
                }
            }
            else{
                Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
            }
        }
        else if(NodCommander[ID]){
            if(NodTeamFund >= CSettings->vehiclefactoriescost){
                NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
                Console_Input(StrFormat("msg The GDI Commander just revived the Airstrip").c_str());
                Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
                Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
            }
            else{
                Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
            }
        }
    }
    else {
        Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
    }
}
else{
```

```
if(GDICommander[ID]){
    Console_Input(StrFormat("ppage %d The Weapons Factory is not dead.",ID).c_str());
}
}
else{
    if(NodCommander[ID]){
        Console_Input(StrFormat("ppage %d The Airstrip is not dead.",ID).c_str());
    }
}
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

your code gave that error i was showing u where the error was.

Edit:

Just noticed i sent u the wrong code lol
