
Subject: Re: Questions (player objects, stealth vehs)
Posted by [Hubba](#) on Sun, 03 Jan 2010 12:27:29 GMT
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Thanks Reborn. Could someone check if this is right? It works but is this an ok way to do it?.
Should i add something more?

I added these lines to my !ramp command
int playerid = Get_Player_ID(obj);

```
vector2d[playerid].push_back(Commands->Get_ID(turret)); // Turret = the object
```

And this is what the !sellall command looks like

```
class sellallChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        GameObject *obj = Get_GameObj(ID);  
        int playerid = Get_Player_ID(obj);
```

```
for (unsigned int i=0; i<vector2d[playerid].size(); i++) // Loop through all the object if there are  
any.
```

```
{  
    Commands->Destroy_Object(Commands->Find_Object(vector2d[playerid][i]));  
}
```

```
vector2d[playerid].clear(); // clears all the elements in the vector.
```

```
    }  
};  
ChatCommandRegistrant<sellallChatCommand>  
sellallChatCommandReg("!sellall",CHATTYPE_ALL,0,GAMEMODE_AOW);
```