
Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Whitedragon](#) on Mon, 14 May 2012 20:26:59 GMT

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Oh yeah, here's the character purchase hook so you can have powerups in the character menu too.

```
int CharacterPurchase(BaseControllerClass *Base,GameObject *Purchaser,unsigned int
Cost,unsigned int Preset,const char *Data) {
if (Base->Can_Generate_Soldiers() || !Cost) {
    DefinitionClass *Def = Find_Definition(Preset);
    if (Def->Get_Class_ID() == CID_Soldier) {
        if (Purchase_Item(Purchaser,Cost)) {
            Purchaser->As_SoldierGameObj()->Re_Init(*(SoldierGameObjDef*)Def);
            Purchaser->As_SoldierGameObj()->Post_Re_Init();
            return 0;
        }
        return 2;
    }
    else if (Def->Get_Class_ID() == CID_PowerUp) {
        PowerUpGameObjDef *PowerUpDef = (PowerUpGameObjDef*)Def;
        if (PowerUpDef->GrantWeapon &&
Has_Weapon(Purchaser,Get_Definition_Name(PowerUpDef->GrantWeaponID))) {
            return 4;
        }
        else if (Purchase_Item(Purchaser,Cost)) {
            PowerUpDef->Grant(Purchaser->As_SoldierGameObj());
            return 0;
        }
        return 2;
    }
}
return 3;
}
```