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Subject: Editing Existing Code

Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 02:09:39 GMT

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heres the code i got

```
else if ((strcmp(Msg2, "!!turrent") == 0))
Pos = Commands->Get_Position(obj);
Vector3 Pos.Z += 0;
GameObject *turret = Commands->Create_Object(team==0?"<preset>":"<name of object>",Pos);
Commands->Disable_Physical_Collisions(turret);
if (team == 1)
Commands->Set_Player_Type(turret,1);
Commands->Give_Money(obj,2500*-1.0f,false);
}
}
```

dont mine the parts that are blank the only thing i need someone to help me is make it say a message when you buy it like this

"You Have Just Purchased <name>"

and if u dont have enough money make it says

"you dont have enough creds to purchase this"

please someone help

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Subject: Re: Editing Existing Code

Posted by [Canadacdn](#) on Mon, 25 Jun 2007 02:16:42 GMT

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Instead of learning coding, go learn spelling.

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Subject: Re: Editing Existing Code

Posted by [jamiejrg](#) on Mon, 25 Jun 2007 02:28:49 GMT

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I don't mean to be rude or flame or anything. But, is english your primary language?

Jamie

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Subject: Re: Editing Existing Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 02:33:22 GMT  
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yes it is i just have trouble typing message out but please can someone help me ?

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Subject: Re: Editing Existing Code  
Posted by [Whitedragon](#) on Mon, 25 Jun 2007 03:25:09 GMT  
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This is something I made for Kamuix. You can use it for what you're trying to do.

```
else if (strcmp(Msg2,"!Deploy GuardTower") == 0) {
    if (Get_Object_Type(obj) == 1) {
        int Cost = 500;
        char message[256];
        GameObject *obj = Get_GameObj(ID);
        if (Purchase_Item(obj,Cost) {
            Vector3 Pos = Commands->Get_Position(obj);
            Pos.Z += 5;
            GameObject *GT = Commands->Create_Object("GDI_Guard_Tower",Pos);
            Commands->Disable_Physical_Collisions(GT);
            sprintf(message,"msg Player %s has deployed a GDI Guard
Tower",Get_Player_Name_By_ID(ID));
            Console_Input(message);
        }
        else {
            sprintf(message,"ppage %d Sorry, a Guard Tower costs $500",ID);
            Console_Input(message);
        }
    }
}
```

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Subject: Re: Editing Existing Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 03:29:36 GMT  
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ty this is what i needed now i got to try myself to make a char change one but if i look at this i may get it

now do i type this in the chat hook?

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Subject: Re: Editing Existing Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 03:58:28 GMT  
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heres something else i have a teleport command but every map is diffrent now heres the code string

```
Commands->Set_Position(obj,"
```

how can i make it so it also moves it to where the renegade spawner is (objects>startup spawner's>renegade spawner

so like everytime i do the command it places the player in the spot where that spawner is on the map that i edit

any way of doing that?

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Subject: Re: Editing Existing Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 04:41:34 GMT  
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or if u can teleport it to a zone id that i make?

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Subject: Re: Editing Existing Code  
Posted by [\\_SSnipe\\_](#) on Mon, 25 Jun 2007 08:26:37 GMT  
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how about this code

```
else if (stristr(Msg2, "!Teleport <players name>") == 0 &&  
strcmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {  
    {  
        Change_Team(obj,2);  
        Change_Character(obj,"GDI_MP");  
        Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_Nod",false);  
Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);  
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);  
Commands->Give_Powerup(obj,"POW_Flamethrower_Player",false);  
Commands->Give_Powerup(obj,"POW_GrenadeLauncher_Player",false);  
Commands->Give_Powerup(obj,"POW_Pistol_Player",false);  
Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);  
Commands->Give_Powerup(obj,"CnC_POW_MineTimed_Player_01",false);  
Commands->Give_Powerup(obj,"POW_Chaingun_Player_Nod",false);  
Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
```

```

Commands->Give_Powerup(obj,"POW_ChemSprayer_Player",false);
Commands->Give_Powerup(obj,"POW_LaserRifle_Player",false);
Commands->Give_Powerup(obj,"POW_LaserChaingun_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player_Nod",false);
Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_VoltAutoRifle_Player_Nod",false);
Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
Commands->Give_Powerup(obj,"POW_SniperRifle_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
Commands->Give_Powerup(obj,"CnC_POW_RepairGun_Player",false);
Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
Commands->Set_Position(obj,Pos);

```

```

    {
        if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3 || RandomNum == 4)
        {
            Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
        }
        else
        {
            Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
        }
        else
        {
            Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
        }
        else
        {
            Vector3 Pos = Commands->Get_Position(Find_Object_By_Preset(2,"Daves Arrow"));
        }
    }

```

im trying to make a code so ingame under my ID (ren nick) can do this command !teleport <playersname> to teleport a player to a spot on the map (since all maps are diffrent) and have it teleport there to the 2 random spots i choose (daves arrow) and when it gets here it will be unteamed as a gdi MP and have all the weps

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