**Subject: 2 More Codes Needed**
Posted by _SSnipe_ on Sat, 30 Jun 2007 00:50:03 GMT
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i have 2 codes one to buy a weapon and one to buy turrents and guard towers just like in the kam serv but if someone can just give me the last 2 codes i need one is the one to buy vechs then they come out of wf or air and the other is a code to buy a char and turn into it please anyone?

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**Subject: Re: 2 More Codes Needed**
Posted by Rev on Sat, 30 Jun 2007 07:04:06 GMT
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To make a vehicle come from the wf/air:
Create_Vehicle(preset,0.0f,object,1);

preset = the vehicle.
0.0f = how long to wait.
object = who bought the vehicle.
1 = which team the person is on.

To change a person into another char:
Change_Character(object,preset)

object = who bought it.
preset = what they will be turned into.

There might be other ways of doing this but i don't know them.  If this is not what you are looking for then sorry for taking your time.

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**Subject: Re: 2 More Codes Needed**
Posted by _SSnipe_ on Sat, 30 Jun 2007 07:16:23 GMT
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thanks and  ok i understand now if someone can maybe help me make it like my other codes where u do stuf flike
!weapon sniper
!buy havoc

then gives u message when u buy it and a message if u dont have enough money to match the rest then ill be done

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**Subject: Re: 2 More Codes Needed**
Posted by _SSnipe_ on Sat, 30 Jun 2007 09:00:51 GMT

heres what i got for buying vechs heres the sample for nod and gdi

```
else if (stricmp(Msg2,"!Buy Stank") == 0) {
 if (Get_Object_Type(obj) == 1) {
       int Cost = 900;
       char message[256];
        Create_Vehicle(CnC_Nod_Stealth_Tank,0.0f,object,1);
   sprintf(message,"msg Player %s has Purchase A Stank",Get_Player_Name_By_ID(ID));
   Console_Input(message);
  else {
   sprintf(message,"ppage %d Sorry, a Stank costs $900",ID);
   Console_Input(message);
  }
 }
}
```

```
else if (stricmp(Msg2,"!Buy mammy") == 0) {
 if (Get_Object_Type(obj) == 1) {
       int Cost = 1500;
       char message[256];
        Create_Vehicle(CnC_GDI_Mammoth_Tank,0.0f,object,1);
   sprintf(message,"msg Player %s has Purchase A mammy",Get_Player_Name_By_ID(ID));
   Console_Input(message);
  else {
   sprintf(message,"ppage %d Sorry, a mammy costs $1500",ID);
   Console_Input(message);
  }
 }
}
```

and heres what i got for buying a char

```
else if (stricmp(Msg2,"!havoc") == 0) {
 if (Get_Object_Type(obj) == 1) {
       int Cost = 1000;
       char message[256];
           Change_Character(object,CnC_GDI_MiniGunner_3Boss)
   sprintf(message,"msg Player %s has Purchase A havoc",Get_Player_Name_By_ID(ID));
   Console_Input(message);
  else {
   sprintf(message,"ppage %d Sorry, a havoc costs $1000",ID);
```

```
  Console_Input(message);
 }
 }
}
```

some parts i had trouble filiing out can anyone tell me what parts to fill out,fix and if it will work?

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Subject: Re: 2 More Codes Needed
Posted by Hex on Sat, 30 Jun 2007 10:10:19 GMT
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The code I gave you to buy weapons works fine, also you should take in to account when the PP is dead and double the cost

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Subject: Re: 2 More Codes Needed
Posted by _SSnipe_ on Sat, 30 Jun 2007 10:18:20 GMT
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Hex wrote on Sat, 30 June 2007 05:10The code I gave you to buy weapons works fine, also you should take in to account when the PP is dead and double the cost

i know the wep code u gave me works and i have one to build guard towers and turrenst thats why im asking for the one to buy vechs in a  command that comes out of wf and air and buy a char and those are the oens i tryed to make myself by looking at the one u made and hopfully it works and ya i know when pp is dead price doubles they are going to be new chars  and ty

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