Subject: Help Chat command.
Posted by crysis992 on Sun, 17 Oct 2010 20:51:54 GMT
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Hello,

I tried to make a stealth command, but im just a beginner there, and i want that the command cost 900. But it should be set in the ssgm.ini that i can change the costs if needed.
Can anyone help me with this?


```
class stealthChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType)
 {

        GameObject *obj = Get_GameObj(ID);
   Commands->Enable_Stealth(obj,1);
   Create_2D_WAV_Sound_Player(obj,"m00puss_aqob0002i1evag_snd.wav");
   FDSMessage(StrFormat("%s bought a stealth suit!",Get_Player_Name_By_ID(ID)),"_ALERT");


};
};


ChatCommandRegistrant<stealthChatCommand>
stealthChatCommandReg("!stealthsuit",CHATTYPE_ALL,0,GAMEMODE_ALL);
```


+ another request.
Atm it give me a character stealth suit, whats the code for to stealth a vehicle?

,
crysis992

Subject: Re: Help Chat command.
Posted by crysis992 on Tue, 19 Oct 2010 15:17:40 GMT
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None can help me? :/

Subject: Re: Help Chat command.
Posted by Omar007 on Tue, 19 Oct 2010 15:56:29 GMT

To enable stealth on a vehicle just call

Commands->Enable_Stealth(<VEHICLE_OBJECT_HERE>, 1);

To make it cost 900 do this

```
int cost = 900;
int curMoney = Commands->Get_Money(obj);

if(curMoney >= cost)
{
    Commands->Give_Money(obj, -cost, 0);
}
```


To read a (int) value from an INI do this

```
INIClass *myINI = Get_INI("mydir\\myini.ini");

int cost = myINI->Get_Int("CATEGORY", //In the ini this looks like [CATEGORY]
            "ENTRYNAME", //In the INI this looks like ENTRYNAME=1234
            900); //Default value
```

Subject: Re: Help Chat command.
Posted by crysis992 on Tue, 19 Oct 2010 16:39:25 GMT

Thank you