Subject: buy commands and base def commands

Posted by Distrbd21 on Fri, 08 Jun 2012 14:08:00 GMT

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I finaly finished all my weapon commands and my Base defence commands thanks to zunnie and darknes2.
  At least give me some credit for doing all the work if you use it. ;p
Code Inside //weaponbuy

```
 // Thanks zunnie ;p
 if (wcsistr(Message,L"!arn") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 10.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00paar_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"CnC_POW_AutoRifle_Player_Nod",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Nod AutoRifle");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $10 to buy a Nod
AutoRifle");
  }
  return false;
 }
 if (wcsistr(Message,L"!arg") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 10.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00paar_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"CnC_POW_AutoRifle_Player_GDI",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a GDI AutoRifle");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $10 to buy a GDI
AutoRifle");
  }
  return false;
 }
 if (wcsistr(Message,L"!chain") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 100.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
```

```
       Create_2D_WAV_Sound_Player(Player,"m00pacg_aqob0004i1evag_snd.wav");
       Commands->Give_Money(Player,-1000,false);
       Commands->Give_PowerUp(Player,"POW_Chaingun_Player",false);
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a ChainGun");
      }
      else {
       Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $100 to buy a
ChainGun");
      }
      return false;
     }
     if (wcsistr(Message,L"!chem") == Message) {
      GameObject *Player = Get_GameObj(PlayerID);
      float cost = 100.0f;
      float pmoney = Commands->Get_Money(Player);
      if (pmoney >= cost) {
       Create_2D_WAV_Sound_Player(Player,"m00pacs_aqob0004i1evag_snd.wav");
       Commands->Give_Money(Player,-1000,false);
       Commands->Give_PowerUp(Player,"POW_ChemSprayer_Player",false);
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a ChemSprayer");
      }
      else {
       Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $100 to buy a
ChemSprayer");
      }
      return false;
     }
     if (wcsistr(Message,L"!flame") == Message) {
      GameObject *Player = Get_GameObj(PlayerID);
      float cost = 10.0f;
      float pmoney = Commands->Get_Money(Player);
      if (pmoney >= cost) {
       Create_2D_WAV_Sound_Player(Player,"m00paft_aqob0001i1evag_snd.wav");
       Commands->Give_Money(Player,-1000,false);
       Commands->Give_PowerUp(Player,"POW_Flamethrower_Player",false);
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Flamethrower");
      }
      else {
       Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
       Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $10 to buy a
Flamethrower");
      }
      return false;
     }
     if (wcsistr(Message,L"!gl") == Message) {
      GameObject *Player = Get_GameObj(PlayerID);
```

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    float cost = 10.0f;
    float pmoney = Commands->Get_Money(Player);
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00pagn_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"POW_GrenadeLauncher_Player",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a GrenadeLauncher");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $10 to buy a
GrenadeLauncher");
    }
    return false;
   }
   if (wcsistr(Message,L"!laserc") == Message) {
    GameObject *Player = Get_GameObj(PlayerID);
    float cost = 600.0f;
    float pmoney = Commands->Get_Money(Player);
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00palc_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"POW_LaserChaingun_Player",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a LaserChaingun");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $600 to buy a
LaserChaingun");
    }
    return false;
   }
   if (wcsistr(Message,L"!laser") == Message) {
    GameObject *Player = Get_GameObj(PlayerID);
    float cost = 300.0f;
    float pmoney = Commands->Get_Money(Player);
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00palr_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"POW_LaserRifle_Player",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a LaserRifle");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $300 to buy a
LaserRifle");
    }
    return false;
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    }
    if (wcsistr(Message,L"!proxy") == Message) {
     GameObject *Player = Get_GameObj(PlayerID);
     float cost = 700.0f;
     float pmoney = Commands->Get_Money(Player);
     if (pmoney >= cost) {
      Create_2D_WAV_Sound_Player(Player,"m00pacp_aqob0004i1evag_snd.wav");
      Commands->Give_Money(Player,-1000,false);
      Commands->Give_PowerUp(Player,"CnC_MineProximity_05",false);
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought some Proximity Mines");
     }
     else {
      Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $700 to buy some
Proximity Mines");
     }
     return false;
    }
    if (wcsistr(Message,L"!rc4") == Message) {
     GameObject *Player = Get_GameObj(PlayerID);
     float cost = 2000.0f;
     float pmoney = Commands->Get_Money(Player);
     if (pmoney >= cost) {
      Create_2D_WAV_Sound_Player(Player,"m00pac4_aqob0004i1evag_snd.wav");
      Commands->Give_Money(Player,-1000,false);
      Commands->Give_PowerUp(Player,"CnC_POW_MineRemote_02",false);
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought some RemoteC4");
     }
     else {
      Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $2000 to buy some
RemoteC4");
     }
     return false;
    }
    if (wcsistr(Message,L"!pic") == Message) {
     GameObject *Player = Get_GameObj(PlayerID);
     float cost = 1200.0f;
     float pmoney = Commands->Get_Money(Player);
     if (pmoney >= cost) {
      Create_2D_WAV_Sound_Player(Player,"m00pacg_aqob0023i1nemg_snd.wav");
      Commands->Give_Money(Player,-1000,false);
      Commands->Give_PowerUp(Player,"POW_PersonalIonCannon_Player",false);
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a PersonalIonCannon");
     }
     else {
      Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
      Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $1200 to buy a
```

```
PersonalIonCannon");
   }
   return false;
  }
  if (wcsistr(Message,L"!rail") == Message) {
   GameObject *Player = Get_GameObj(PlayerID);
   float cost = 1200.0f;
   float pmoney = Commands->Get_Money(Player);
   if (pmoney >= cost) {
    Create_2D_WAV_Sound_Player(Player,"m00parg_aqob0004i1evag_snd.wav");
    Commands->Give_Money(Player,-1000,false);
    Commands->Give_PowerUp(Player,"POW_Railgun_Player",false);
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Rail");
   }
   else {
    Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $1200 to buy a Rail");
   }
   return false;
  }
  if (wcsistr(Message,L"!ram") == Message) {
   GameObject *Player = Get_GameObj(PlayerID);
   float cost = 1200.0f;
   float pmoney = Commands->Get_Money(Player);
   if (pmoney >= cost) {
    Create_2D_WAV_Sound_Player(Player,"m00parj_aqob0004i1evag_snd.wav");
    Commands->Give_Money(Player,-1000,false);
    Commands->Give_PowerUp(Player,"POW_RamjetRifle_Player",false);
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Ramjet Rifle");
   }
   else {
    Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $1200 to buy a Ramjet
Rifle");
   }
   return false;
  }
  if (wcsistr(Message,L"!irg") == Message) {
   GameObject *Player = Get_GameObj(PlayerID);
   float cost = 400.0f;
   float pmoney = Commands->Get_Money(Player);
   if (pmoney >= cost) {
    Create_2D_WAV_Sound_Player(Player,"m00parp_aqob0004i1evag_snd.wav");
    Commands->Give_Money(Player,-1000,false);
    Commands->Give_PowerUp(Player,"CnC_POW_RepairGun_Player",false);
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a ImprovedRepairGun");
   }
   else {
```

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   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $400 to buy a
ImprovedRepairGun");
  }
  return false;
 }
 if (wcsistr(Message,L"!irl") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 600.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00park_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"CnC_POW_RocketLauncher_Player",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a
ImprovedRocketLauncher");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $600 to buy a
ImprovedRocketLauncher");
  }
  return false;
 }
 if (wcsistr(Message,L"!sg") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 10.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00pass_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_Shotgun_Player",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Shotgun");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $10 to buy a Shotgun");
  }
  return false;
 }
 if (wcsistr(Message,L"!sr") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 800.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00pasr_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_SniperRifle_Player",false);
```

```cpp
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a SniperRifle");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $800 to buy a
SniperRifle");
  }
  return false;
 }
 if (wcsistr(Message,L"!tar") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 20.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00patr_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_TiberiumAutoRifle_Player",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a TiberiumAutoRifle");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $20 to buy a
TiberiumAutoRifle");
  }
  return false;
 }
 if (wcsistr(Message,L"!tf") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 600.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00patf_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_TiberiumFlechetteGun_Player",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a
TiberiumFlechetteGun");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $600 to buy a
TiberiumFlechetteGun");
  }
  return false;
 }
 if (wcsistr(Message,L"!voltn") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 1200.0f;
  float pmoney = Commands->Get_Money(Player);
```

```cpp
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00pavr_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"CnC_POW_VoltAutoRifle_Player_Nod",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a Nod Volt");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $1200 to buy a Nod
Volt");
    }
    return false;
   }
   if (wcsistr(Message,L"!voltg") == Message) {
    GameObject *Player = Get_GameObj(PlayerID);
    float cost = 1200.0f;
    float pmoney = Commands->Get_Money(Player);
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00pavr_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"POW_VoltAutoRifle_Player",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a GDI Volt");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $1200 to buy a GDI
Volt");
    }
    return false;
   }
   if (wcsistr(Message,L"!rl") == Message) {
    GameObject *Player = Get_GameObj(PlayerID);
    float cost = 200.0f;
    float pmoney = Commands->Get_Money(Player);
    if (pmoney >= cost) {
     Create_2D_WAV_Sound_Player(Player,"m00park_aqob0004i1evag_snd.wav");
     Commands->Give_Money(Player,-1000,false);
     Commands->Give_PowerUp(Player,"POW_RocketLauncher_Player",false);
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a RocketLauncher");
    }
    else {
     Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
     Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $200 to buy
RocketLauncher");
    }
    return false;
   }
   if (wcsistr(Message,L"!ammo") == Message) {
```

```cpp
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 2000.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00pavr_aqob0001i1gbmg_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"CnC_POW_Ammo_ClipMax",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought soom Ammo");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You Need $2000 to buy Ammo");
  }
  return false;
 }
 if (wcsistr(Message,L"!rg") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 50.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00parp_aqob0004i1evag_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_RepairGun_Player",false);
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought a RepairGun");
  }
  else {
   Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
   Send_Message_Player(Player,255,255,255,"[WeaponBot] You do $50 to buy a RepairGun");
  }
  return false;
 }
 if (wcsistr(Message,L"!lo") == Message) {
  GameObject *Player = Get_GameObj(PlayerID);
  float cost = 10000.0f;
  float pmoney = Commands->Get_Money(Player);
  if (pmoney >= cost) {
   Create_2D_WAV_Sound_Player(Player,"m00pavr_aqob0003i1gbmg_snd.wav");
   Commands->Give_Money(Player,-1000,false);
   Commands->Give_PowerUp(Player,"POW_RocketLauncher_Player",false);
   Commands->Give_PowerUp(Player,"POW_VoltAutoRifle_Player",false);
   Commands->Give_PowerUp(Player,"CnC_POW_VoltAutoRifle_Player_Nod",false);
   Commands->Give_PowerUp(Player,"POW_TiberiumFlechetteGun_Player",false);
   Commands->Give_PowerUp(Player,"POW_TiberiumAutoRifle_Player",false);
   Commands->Give_PowerUp(Player,"POW_SniperRifle_Player",false);
   Commands->Give_PowerUp(Player,"POW_Shotgun_Player",false);
   Commands->Give_PowerUp(Player,"CnC_POW_RocketLauncher_Player",false);
   Commands->Give_PowerUp(Player,"CnC_POW_RepairGun_Player",false);
   Commands->Give_PowerUp(Player,"POW_RamjetRifle_Player",false);
```

```
    Commands->Give_PowerUp(Player,"POW_Railgun_Player",false);
    Commands->Give_PowerUp(Player,"POW_PersonalIonCannon_Player",false);
    Commands->Give_PowerUp(Player,"CnC_POW_MineRemote_02",false);
    Commands->Give_PowerUp(Player,"CnC_MineProximity_05",false);
    Commands->Give_PowerUp(Player,"POW_LaserRifle_Player",false);
    Commands->Give_PowerUp(Player,"POW_LaserChaingun_Player",false);
    Commands->Give_PowerUp(Player,"POW_GrenadeLauncher_Player",false);
    Commands->Give_PowerUp(Player,"POW_Flamethrower_Player",false);
    Commands->Give_PowerUp(Player,"POW_ChemSprayer_Player",false);
    Commands->Give_PowerUp(Player,"POW_Chaingun_Player",false);
    Commands->Give_PowerUp(Player,"CnC_POW_AutoRifle_Player_GDI",false);
    Commands->Give_PowerUp(Player,"CnC_POW_AutoRifle_Player_Nod",false);
    Commands->Give_PowerUp(Player,"CnC_POW_Ammo_ClipMax",false);
    Commands->Give_PowerUp(Player,"POW_RepairGun_Player",false);
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You bought the LoadOut, Good
luck");
    }
    else {
    Create_2D_WAV_Sound_Player(Player,"m00evag_dsgn0028i1evag_snd.wav");
    Send_Message_Player(Player,255,255,255,"[WeaponBot] You do $10000 to buy a LoadOut");
    }
    return false;
    }
    //Base Def, thanks to zunnie for showing me were to put buy commands in 4.0, and thanks to
darknes2 for helping me get it all to work just right.
    if (wcsistr(Message,L"!gt") == Message) {
    GameObject *Player = Get_GameObj(PlayerID); {
     float money = Commands->Get_Money(Player);
     float cost = 1000;
     int team = Commands->Get_Player_Type(Player);
     if (money >= cost) {
     Commands->Give_Money(Player,-1000,false);
     Vector3 pos = Commands->Get_Position(Player);
     pos.Z+=2.0f;
     GameObject *GuardTower = Commands->Create_Object("GDI_Guard_Tower",pos);
     Commands->Set_Player_Type(GuardTower, team);
     Commands->Disable_Physical_Collisions(GuardTower);
     Attach_Script_Once(GuardTower,"JFW_Base_Defence_No_Aircraft",
"0.0,300.0,10.0,CnC_GDI_Orca,CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
     Send_Message_Player(Player,0,255,0,"[DefBot] You just purchased a GuardTower for 1000
credits.");
     Create_2D_WAV_Sound_Player(Player,"m00evan_dsgn0002i1evan_snd.wav");
     }
     else {
      Send_Message_Player(Player,0,255,0,"[DefBot] Insufficient Funds: GuardTowers cost 1000
credits on this map");
      Create_2D_WAV_Sound_Player(Player,"m00evan_dsgn0024i1evan_snd.wav");
     }
```

```
  }
  return false;
 }
 if (wcsistr(Message,L"!sam") == Message) {
  GameObject *Player = Get_GameObj(PlayerID); {
   if(!Is_Map_Flying()) {
    Send_Message_Player(Player,0,191,255,"[DefBot] You need to be on a flying map to use
!sam");
    return false;
   }
   float money = Commands->Get_Money(Player);
   float cost = 1000;
   int team = Commands->Get_Player_Type(Player);
   if (money >= cost) {
    Commands->Give_Money(Player,-1000,false);
    Vector3 pos = Commands->Get_Position(Player);
    pos.Z+=0.1f;
    GameObject *sam = Commands->Create_Object("M01_SAM_Site",pos);
    Commands->Set_Player_Type(sam, team);
    Commands->Disable_Physical_Collisions(sam);
    Attach_Script_Once(sam,"JFW_Base_Defence_Aircraft_Only",
"0.0,300.0,10.0,CnC_GDI_Orca,CnC_GDI_Transport,CnC_Nod_Apache,CnC_Nod_Transport");
    Send_Message_Player(Player,0,255,0,"[DefBot] You just bought a Samsite for your team.");
    Create_2D_WAV_Sound_Player(Player,"m00evan_dsgn0002i1evan_snd.wav");
   }
   else {
    Send_Message_Player(Player,0,255,0,"[DefBot] Insufficient Funds: Samsite cost 1000
credits.");
    Create_2D_Sound_Player(Player,"m00evan_dsgn0024i1evan_snd.wav");
   }
  }
 }
 return false;
}
```