
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [Darknes2](#) on Mon, 10 Mar 2008 23:19:44 GMT
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im sorry guys i completely got caught up in other things and forgot bout this so here it is all finished enjoy!

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

    GameObject *obj = Get_GameObj(ID);
    GameObject *veh = Find_My_Veh(obj);
    Send_Message_Player(obj,255,255,255,"Transmitting...");
    Console_Input(StrFormat("sndp %d 00-n026e.wav",ID).c_str());

    GameObject *MyVeh = Find_My_Veh(obj);
    if (!MyVeh)
    {
        Console_Input(StrFormat("page %s you have no bound vehicle! press the insert key to lock ur
vehicle to youe THEN use this!",Get_Player_Name(obj)).c_str());
    }
    int cost = 500;
    if (Commands->Get_Money(obj) < cost)
    {
        Console_Input(StrFormat("page %s you need at least $d $ to buy this",Get_Player_Name(obj),
cost).c_str());
    }
    else
    {
        Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1113,0,0);
        int ID = Get_Player_ID(obj);
        GameObject *obj = Get_GameObj(ID);
        Commands->Enable_Stealth(veh, 1);
        //GameObject *MyVeh = Find_My_Veh(obj);
        Commands->Give_Money(obj, -500, 1);
        Commands->Send_Custom_Event(obj,MyVeh,1111,0,0);
        Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1112,0,0);
    }
};
ChatCommandRegistrant<svChatCommand>
svChatCommandReg("!sv",CHATTYPE_ALL,0,GAMEMODE_ALL);
```
