Subject: Re: Having problems with Attach_Script_Once
Posted by Distrbd21 on Fri, 08 Jun 2012 14:04:17 GMT
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Here's the fixed version just in case someone else wants to use it.

```
if (wcsistr(Message,L"!sam") == Message)
{
 GameObject *Player = Get_GameObj(PlayerID);
 {
  if(!Is_Map_Flying()) {
    Send_Message_Player(Player,255,255,127,"[DefBot] You need to be on a flying map to use
!sam");
    return false;
  }
  float money = Commands->Get_Money(Player);
  float cost = 1000;
  if (money >= cost)
  {
   int team = Commands->Get_Player_Type(Player);
   if (Commands->Get_Money(Player)<1000)
   {
    Commands->Give_Money(Player,-1000,false);
    Vector3 pos = Commands->Get_Position(Player);
    pos.Z+=0.1f;
    GameObject *sam = Commands->Create_Object("Nod_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] %s 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;
}
```

Only one code and it works with both GDI and Nod. ;p