
Subject: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Whitedragon](#) on Sat, 12 May 2012 09:46:11 GMT

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I've noticed that the way vehicles and powerups are bought on coop servers is kinda ugly, using pokeable objects and chat commands. So here's some code that will allow you to have working vehicle purchase menus on SP maps. You will be able to purchase vehicles from the PT and have them airdropped in, and purchase powerups the same way as beacons. It could also be made to airdrop the powerups if you wanted to.

```
void Set_Vehicle_Factory_Is_Busy(VehicleFactoryGameObj *VF,bool Busy) {
if (VF) {
*((bool*)VF+0x8C8) = Busy; //Set_Is_Busy needs to be added to VehicleFactoryGameObj
VF->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_RARE,true);
}
}

int VehiclePurchase(BaseControllerClass *Base,GameObject *Purchaser,unsigned int
Cost,unsigned int Preset,const char *Data) {
DefinitionClass *Def = Find_Definition(Preset);
if (Def) {
if (Def->Get_Class_ID() == CID_Vehicle) { //It's a vehicle
VehicleFactoryGameObj *VF =
(VehicleFactoryGameObj*)Base->Find_Building(BuildingConstants::TYPE_VEHICLE_FACTORY)
;
if (!Base->Can_Generate_Vehicles() || !VF || VF->Is_Busy()) {
return 3;
}
else if ((unsigned int)VF->Get_Team_Vehicle_Count() >= Get_Vehicle_Limit()) {
return 3;
}
if (Purchase_Item(Purchaser,Cost) {
int Team = Base->Get_Player_Type();
VehicleGameObj *Veh =
Commands->Create_Object(Def->Get_Name(),Vector3(0,0,0))->As_VehicleGameObj();
GameObject *Cin = Commands->Create_Object("Invisible_Object",VehiclePosition[Team]);
//Set the position however you want
Commands->Attach_Script(Cin,"Test_Cinematic",StringClass::getFormattedString("%s_Vehicle
_Purchase.txt",Team?"GDI":"Nod")); //Create the cinematic
Commands->Send_Custom_Event(Veh,Cin,10004,Commands->Get_ID(Veh),0); //Insert
vehicle into cinematic at slot 4
Veh->Lock_Vehicle(Purchaser->As_SoldierGameObj(),30.0f); //Lock vehicle
Set_Vehicle_Factory_Is_Busy(VF,true);
//You should attach a script to the vehicle that makes it invincible until it lands. The same script
can also be used to make the VF not busy.
return 0;
}
```

```

}
return 2;
}
else if (Def->Get_Class_ID() == CID_PowerUp) { //It's a powerup
    PowerUpGameObjDef *PowerUpDef = (PowerUpGameObjDef*)Def;
    if (PowerUpDef->GrantWeapon &&
Has_Weapon(Purchaser,Get_Definition_Name(PowerUpDef->GrantWeaponID))) {
        return 4; //Stop players from accidentally buying a weapon they already have
    }
    else if (Purchase_Item(Purchaser,Cost)) {
        PowerUpDef->Grant(Purchaser->As_SoldierGameObj());
        return 0;
    }
}
return 2;
}
}
return 4;
}

```

Obviously you'll need a vehicle factory on the map which can be added through leveledit or created in a script with Create_Building.

File Attachments

1) [GDI_Vehicle_Purchase.txt](#), downloaded 305 times

Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Ethenal](#) on Mon, 14 May 2012 18:34:08 GMT

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That's actually quite cool Whitedragon! I was going to attempt making something like that myself, and since you already did, I suppose I'll just use yours instead.

Related question: if I recall correctly, PT data is loaded every map and can be changed server-side, correct? If so, could that be used to make new "powerup" entries in the PT for the code you've just posted?

Nice to have you around again.

Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [iRANian](#) on Mon, 14 May 2012 19:34:11 GMT

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How does purchasing powerups work this way? Do you need to change the presets for the vehicles with LevelEdit?

Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Whitedragon](#) on Mon, 14 May 2012 19:51:52 GMT

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Edit the PT and replace the vehicle presets with powerup presets.

You can't create new buttons in the PT, so if you want to keep the normal soldiers/vehicles intact your best bet is to replace the extras.

Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Whitedragon](#) on Mon, 14 May 2012 20:26:59 GMT

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Oh yeah, here's the character purchase hook so you can have powerups in the character menu too.

```
int CharacterPurchase(BaseControllerClass *Base,GameObject *Purchaser,unsigned int
Cost,unsigned int Preset,const char *Data) {
if (Base->Can_Generate_Soldiers() || !Cost) {
    DefinitionClass *Def = Find_Definition(Preset);
    if (Def->Get_Class_ID() == CID_Soldier) {
        if (Purchase_Item(Purchaser,Cost) {
            Purchaser->As_SoldierGameObj()->Re_Init(*(SoldierGameObjDef*)Def);
            Purchaser->As_SoldierGameObj()->Post_Re_Init();
            return 0;
        }
        return 2;
    }
    else if (Def->Get_Class_ID() == CID_PowerUp) {
        PowerUpGameObjDef *PowerUpDef = (PowerUpGameObjDef*)Def;
        if (PowerUpDef->GrantWeapon &&
Has_Weapon(Purchaser,Get_Definition_Name(PowerUpDef->GrantWeaponID))) {
            return 4;
        }
        else if (Purchase_Item(Purchaser,Cost) {
            PowerUpDef->Grant(Purchaser->As_SoldierGameObj());
            return 0;
        }
        return 2;
    }
}
```

```
}  
return 3;  
}
```

Subject: Re: Working vehicle menus on SP maps, and how to purchase powerups from them and airdrop vehicles

Posted by [Jerad2142](#) on Tue, 15 May 2012 12:43:36 GMT

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Ethenal wrote on Mon, 14 May 2012 12:34That's actually quite cool Whitedragon! I was going to attempt making something like that myself, and since you already did, I suppose I'll just use yours instead.

Related question: if I recall correctly, PT data is loaded every map and can be changed server-side, correct? If so, could that be used to make new "powerup" entries in the PT for the code you've just posted?

Nice to have you around again.

It's actually loaded client side unless TT team changed it (or at least the prices are for sure if they're modified in temps etc).
