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Subject: Re: Replacing Vehicles With Weapons  
Posted by [ghostSWT](#) on Thu, 03 Nov 2005 06:21:54 GMT  
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in ssaow 1.3.4

under

```
void M00_GrantPowerup_Created::Created(GameObject *obj) {  
there is a  
    if (Settings_ShowPlayerPurchase) {  
        char PurchaseMsg[512];  
        sprintf(PurchaseMsg,"%s purchased a  
%s",Get_Player_Name(obj),Translate_Preset(IsPlayerVehicle(obj)));  
        FDSMessage(PurchaseMsg,"_PURCHASE");  
    }  
}
```

based on that in that function make something like

```
if (Translate_Preset(IsPlayerVehicle(obj)) == "Nod Flame Tank")  
{  
    kill tank  
    grant flame thrower  
}  
else if (Translate_Preset(IsPlayerVehicle(obj)) == "GDI Medium Tank")  
{  
    kill tank  
    grant rocket  
}
```

you will find the tank names in the server2.ini

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