Subject: Re: Veh names at hud
Posted by dr3w2 on Thu, 06 Aug 2009 01:41:38 GMT
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```
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
char veh[250];
sprintf(veh,"%s",Get_Translated_Preset_Name(obj));
```

That should work. Haven't tested it.
It should output the vehicle name OR the actual preset name like gdi_minigunner into the char array veh. I'm sure there's probebly a better or more specific way to do it ...