Subject: Re: Questions (player objects, stealth vehs)
Posted by Hubba on Sat, 02 Jan 2010 21:05:22 GMT
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Alright im still stuck with this. So i thought it would be a good idea to bump the thread.

The problem is How can i make an object to be stored as an id in the vector?

So when i do for example:
!ramp
It would create the object.
Then get the id of that obj and add it to the vector.
Then the vector would look like this Vector2d[playerid][1]
Then if we do the command again it would add a new element so it would be
Vector2d[playerid][1,2] etc etc.

Then when i do !sellall i would just loop through the vector depending on the playerid and then do
Commands->Destroy_Object on all the objects. But then again how would i be able to find the
objects?.

I Hope someone can help because i don't know if is it possible to do way i just wrote up.