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Subject: Re: [Release] split mine limit plug-in  
Posted by [reborn](#) on Thu, 19 Jun 2008 17:17:16 GMT  
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Sir Kane wrote on Thu, 19 June 2008 13:01

```
void Maintain_C4_Limit(int team){
    int *type;
    /*Extra vars go right here*/

    ScriptableGameObj *obj, *defuse_p = NULL, *defuse_r = NULL;
    int count_p = 0, count_r = 0;
    GenericSLNode *node = GameObjList->Get_Head();
    while (node){
        obj = (ScriptableGameObj*)node->m_pData;
        if (obj->As_PhysicalGameObj() && obj->As_C4GameObj() && obj->Get_Player_Type() ==
team){
            /* Some extra code goes here (3 lines)*/
            if (*type == C4_PROXIMITY){
                count_p++;
                if (!defuse_p || Get_C4_Time(obj) > Get_C4_Time(defuse_p))defuse_p = obj;
            }
            if (*type == C4_REMOTE){
                count_r++;
                if (!defuse_r || Get_C4_Time(obj) > Get_C4_Time(defuse_r))defuse_r = obj;
            }
            /* Another line */
        }
        __next:
        node = node->m_pNext;
    }
    if (count_p > 30 && defuse_p) Defuse_C4(defuse_p);
    if (count_r > 30 && defuse_r) Defuse_C4(defuse_r);
}
```

FIGURE THE MISSING PARTS OUT!

I didn't have you down as a scripts.dll fanboy, go figure.