
Subject: Re: C++ help question

Posted by [reborn](#) on Fri, 17 Apr 2009 11:02:10 GMT

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If you're trying to migrate this back into SSGM because you want it to work with vehicles then I would suggest keeping it as a plugin.

You could add a void reb_vet_System::Custom(GameObject *obj, int message, int param, GameObject *sender) {

And on the custom check to see if they entered a vehicle.

On the objecthookcall vehicles are already hooked in that plug-in, you could attach a vet script similar to that of the player version to vehicles there. But don't forget people will try to exploit this as much as possible... (If they get in the vehicle and set it's health/armor higher, remember to set it back when they exit).
