

---

Subject: Re: C++ help question

Posted by [Xpert](#) on Tue, 21 Apr 2009 21:03:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Okay, I'm completely stomped. I tried so many things and still end up back to square one. This time I went to debug the scripts.dll. It points to 2 parts of the code and it makes no sense to me.

### GMMAIN.CPP

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};

std::vector<VeteranPlayers> VetInfo;

int VetCheckPoints(int ID) {
    if (!VetInfo.empty()) {
        for (int i = 0; i < VetInfo.size(); i++) {
            HERE --> if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
                int Points;
                Points = VetInfo[i].VeteranPoints;
                return Points;
            }
        }
    }
    return 0;
}
```

### GMMAIN.H

```
int VetCheckPoints(int ID);
```

### GMSCRIPTS.CPP

```
void MDB_SSGM_Vehicle::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    HERE -->int Points = VetCheckPoints(Get_Player_ID(sender));
    float health = Commands->Get_Max_Health(obj);
```

```

float armor = Commands->Get_Shield_Strength(obj);

if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
    if (Settings->EnableVehOwn && Get_Vehicle_Owner(obj) == sender &&
!Find_My_Veh(sender)) {

Commands->Attach_Script(obj,"MDB_SSGM_Vehicle_Owner",StrFormat("%d,%d",Commands->
Get_ID(sender),Get_Object_Type(sender)).c_str());
    Console_Input(StrFormat("ppage %d Your vehicle has been auto-bound to you.
Use !unbind to relinquish ownership. Use !lock to prevent your teammates from stealing the
vehicle.",Get_Player_ID(sender)).c_str());
    if (Points >= 120) {
        Set_Max_Health(obj, health*1.40f);
        Set_Max_Shield_Strength(obj, armor*1.40f);
        Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
        Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
        Attach_Script.Once(obj,"cAMpa_Regen","3,1,8");
    }
    else if (Points >= 90 && Points < 120) {
        Set_Max_Health(obj, health*1.30f);
        Set_Max_Shield_Strength(obj, armor*1.30f);
        Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
        Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
        Attach_Script.Once(obj,"cAMpa_Regen","4,1,6");
    }
    else if (Points >= 60 && Points < 90) {
        Set_Max_Health(obj, health*1.20f);
        Set_Max_Shield_Strength(obj, armor*1.20f);
        Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
        Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
        Attach_Script.Once(obj,"cAMpa_Regen","4,1,4");
    }
    else if (Points >= 30 && Points < 60) {
        Set_Max_Health(obj, health*1.10f);
        Set_Max_Shield_Strength(obj, armor*1.10f);
        Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
        Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
        Attach_Script.Once(obj,"cAMpa_Regen","4,1,2");
    }
}
}
}

```

When I debugged it, it pointed to the parts I put "HERE -->" above, as being the problem.

I don't know what to do. This is frustrating me >.>

---