
Subject: Re: C++ void On_Player_Death???
Posted by [reborn](#) on Wed, 07 Jul 2010 07:42:10 GMT
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If you really must use SSGM and not a plugin for it, then do the following:

Open gmmain.ccp and find this portion of code:

```
void ObjectHookCall(void *data,GameObject *obj) {
    if (Settings->Is_Disabled(obj)) {
        Commands->Destroy_Object(obj);
        return;
    }
    else if (Commands->Is_A_Star(obj)) {
        if ((Settings->GameMode == 3 || Settings->GameMode == 4) && !Settings->Is_Sniper(obj)) {
            Commands->Destroy_Object(obj);
            return;
        }
        else {
            Attach_Script_Once(obj,"MDB_SSGM_Player","");
        }
    }
}
```

This is a hook, and it is catching Game Objects when they are created. The "else if (Commands->Is_A_Star(obj)) {" part is basically saying "if the object is a player", so everything encapsulated in that part is dealing with players...

The first part in that encapsulation (the part saying " if ((Settings->GameMode == 3 || Settings->GameMode == 4) && !Settings->Is_Sniper(obj)) {") basically means, if the game mode is 3 or 4, and the player isn't a sniper, then destroy the object.
The the second part is saying, otherwise, attach this script to them
"Attach_Script_Once(obj,"MDB_SSGM_Player","");".

Now you could very well modify the MDB_SSGM_Player script so that on ::Killed it is changing the team if they are on GDI.

However, it is better to add you script at this point instead, so you would change the above code to this:

```
void ObjectHookCall(void *data,GameObject *obj) {
    if (Settings->Is_Disabled(obj)) {
        Commands->Destroy_Object(obj);
        return;
    }
}
```

```

else if (Commands->Is_A_Star(obj)) {
if ((Settings->GameMode == 3 || Settings->GameMode == 4) && !Settings->Is_Sniper(obj)) {
    Commands->Destroy_Object(obj);
    return;
}
else {
    Attach_Script_Once(obj,"MDB_SSGM_Player","");
    Attach_Script_Once(obj,"MutateMeh_Death_Script","");
}
}
}

```

So basically, what you've done is attach the script "MutateMeh_Death_Script" to every single player. Now you need to write the actual script...

//note, not tested and not properly indented due to typing directly into the browser and no IDE.

```

// place in the .cpp file
void MutateMeh_Death_Script::Killed(GameObject *obj,GameObject *shooter)
{
if (Commands->Get_Player_Type(obj) == 1)
{
Change_Team(obj, 0);
Commands->Attach_Script(obj, "JFW_Change_Spawn_Character", "Mutant_1_Renegade");
}
}
}

```

```

// registrant, will compile without it, but script will not work, so do not forget this
ScriptRegistrant<MutateMeh_Death_Script>
MutateMeh_Death_Script_Registrant("MutateMeh_Death_Script","");

```

```

// place in the header file
class MutateMeh_Death_Script : public ScriptImpClass {
void Killed(GameObject *obj,GameObject *shooter);
};

```

This should do what you want, but again, please not I did not test this, and I wasn't able to format the code properly either.