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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [Xpert](#) on Sat, 09 Jun 2012 18:53:57 GMT

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iRANian wrote on Sat, 09 June 2012 14:42Dunno, try using Is\_Beacon() instead.

That doesn't exist anymore.

Neither does the following:

Is\_C4

Is\_Building

Is\_Soldier

Is\_Vehicle

For Is\_Beacon:

```
if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj())
```

For Is\_C4:

```
else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj())
```

For Is\_Building:

```
if (obj->As_BuildingGameObj())
```

For Is\_Soldier:

```
if (obj->As_SoldierGameObj())
```

For Is\_Vehicle:

```
if (killed->As_VehicleGameObj())
```

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