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Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Ethenal](#) on Tue, 12 Jun 2012 23:13:09 GMT

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I don't know, but:

```
if (Explosion)
{
    if (Is_Beacon(Explosion))
    {
        const char* Beacon = Get_Translated_Preset_Name(Explosion);
        KillWeapon = Beacon;
        delete []Beacon;
    }
    else if (Is_C4(Explosion))
    {
        int C4Mode = Get_C4_Mode(Explosion);
        if (C4Mode == 1)
        {
            KillWeapon = "Remote C4";
        }
        else if (C4Mode == 2)
        {
            KillWeapon = "Timed C4";
        }
        else if (C4Mode == 3)
        {
            KillWeapon = "Proxy C4";
        }
    }
}
```

```
if (Explosion)
{
    if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj() )
    {
        const char* Beacon = Get_Translated_Preset_Name(Explosion);
        KillWeapon = Beacon;
        delete []Beacon;
    }
    else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj() )
    {
        int C4Mode = Get_C4_Mode(Explosion);
        if (C4Mode == 1)
        {
            KillWeapon = "Remote C4";
        }
        else if (C4Mode == 2)
```

```
{
  KillWeapon = "Timed C4";
}
else if (C4Mode == 3)
{
  KillWeapon = "Proxy C4";
}
}
}
```

The only difference is where the Is\_C4 and Is\_Beacon is. Notice how you check a completely different object than Iran's code does...

EDIT: Oh NOW I see, you check the GameObject "obj" to see if it's a C4/Beacon or not, and then Iran's code goes on doing its thing with the Explosion object.

I don't mean to be rude, but you obviously have no clue what you are doing.

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