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Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command

Posted by [Xpert](#) on Mon, 10 Nov 2014 04:15:48 GMT

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roszek wrote on Sun, 09 November 2014 18:22Fixed, Thanks.

You need to fix when it counts vehicle shells, guard towers and turrets as a vehicle.

From my 4.0 source code.

```
void VkillsCommand::OnObjectCreate(void *data,GameObject *obj)
{
    if (obj->As_VehicleGameObj())
    {
        Attach_Script_Once(obj,"Vkills_Vehicle","");
    }
}
```

```
void Vkills_Vehicle::Killed(GameObject *obj,GameObject *killer)
{
    if (Commands->Is_A_Star(killer))
    {
        if (strstr(Commands->Get_Preset_Name(obj),"_Destroyed") ||
            strstr(Commands->Get_Preset_Name(obj),"_destroyed") || (Get_Vehicle_Mode(obj) ==
            VEHICLE_TYPE_TURRET))
        {
            ((SoldierGameObj*)killer)->Get_Player_Data()->VehiclesDestroyed--;
        }
    }
}
```

```
ScriptRegistrant<Vkills_Vehicle> Vkills_Vehicle_Registrant("Vkills_Vehicle","");
```

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