
Subject: Example Code: Inbuilt Veteran System

Posted by [dead6re](#) on Thu, 22 Jun 2006 11:02:58 GMT

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

This basically shows you have to make a veteran system built into the scripts.dll. I have based this on SSAOW 1.5. Just replace the chat function and add the various other parts and compile!

You then need to add something like this to all the death areas:

Vehicle/Player

```
VetUpdate(Get_Player_ID(shooter), GetPoints(Commands->Get_Preset_Name(obj),  
Commands->Get_Points(shooter)));
```

Building

```
VetUpdate(Get_Player_ID(shooter), 25, Commands->Get_Points(shooter));
```

File Attachments

- 1) [aow.cpp](#), downloaded 297 times
 - 2) [aow.h](#), downloaded 218 times
-