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Subject: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [iRANian](#) on Sun, 04 Mar 2012 21:35:37 GMT  
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This is a port of the veteran system from the OnOeS renegade regulator made by Hex, jnz and pvtschlag. I rewrote parts of it to resemble the n00bless veteran system plugin for SSGM 2.0.2 released by Hex. It includes regeneration, discounts, health+armour increases and veteran commands. The following commands are available:

!vetpoints - !vp ; Shows how many vet points the player executing the command has  
!weapon - !weap ; Will give the player a random weapon from his team, if he is a level 3 veteran  
!character - !char ; Will give the player a random character from his team, if he is a level 4 veteran  
!vehicle - !veh ; Will give the player a random vehicle from his team, if he is a level 5 veteran

The values associated with every veteran level are currently hard-coded as this is an ALPHA RELEASE. It might crash your server randomly as it isn't tested and it also might contain bugs. I've included the source code, although it looks like a mess.

To install, place VeteranSystem.dll in your root FDS folder and add an entry under the [Plugins] section in SSGM.ini. Then at the bottom of SSGM.ini add:

```
[VeteranSystem_Tiers]
;If a soldier preset is missing the code defaults the preset to 'low tier', this section controls how
many vet point(s) a character is worth
; 1 = low tier, 2 = mid tier, 3 = high tier
CnC_GDI_MiniGunner_0=1 ;Shooter
CnC_GDI_RocketSoldier_0=1 ;Shotgunner
CnC_GDI_Grenadier_0=1 ;Grenadier
CnC_GDI_Engineer_0=1 ;Engineer
CnC_GDI_MiniGunner_1Off=1 ;Officer
CnC_GDI_RocketSoldier_1Off=1 ;Rocket Soldier
CnC_Sydney=1 ;Tib Sydney
CnC_GDI_MiniGunner_2SF=2 ;Deadeye
CnC_GDI_RocketSoldier_2SF=2 ;Gunner
CnC_GDI_Grenadier_2SF=2 ;Patch
CnC_GDI_MiniGunner_3Boss=3 ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT2=3 ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT3=3 ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT4=3 ;Havoc
CnC_Sydney_PowerSuit=3 ;PIC
CnC_Sydney_PowerSuit_ALT2=3 ;PIC
CnC_Ignatio_Mobius=3 ;Mobius
CnC_Ignatio_Mobius_ALT2=3 ;Mobius
CnC_GDI_Engineer_2SF=3 ;Hotwire

CnC_Nod_Minigunner_0=1 ;Shooter
CnC_Nod_RocketSoldier_0=1 ;Shotgunner
CnC_Nod_FlameThrower_0=1 ;Flamethrower
```

CnC\_Nod\_Engineer\_0=1 ;Engineer  
CnC\_Nod\_Minigunner\_1Off=1 ;Officer  
CnC\_Nod\_RocketSoldier\_1Off=1 ;Rocket Soldier  
CnC\_Nod\_FlameThrower\_1Off=1 ;Chem Sprayer  
CnC\_Nod\_Minigunner\_2SF=2 ;Black Hand Sniper  
CnC\_Nod\_RocketSoldier\_2SF=2 ;Black Hand Laserchaingunner  
CnC\_Nod\_FlameThrower\_2SF=2 ;SBH  
CnC\_Nod\_Minigunner\_3Boss=3 ;Sakura  
CnC\_Nod\_Minigunner\_3Boss\_ALT2=3 ;Sakura  
CnC\_Nod\_RocketSoldier\_3Boss=3 ;Raveshaw  
CnC\_Nod\_RocketSoldier\_3Boss\_ALT2=3 ;Raveshaw  
CnC\_Nod\_FlameThrower\_3Boss=3 ;MENdoza  
CnC\_Nod\_FlameThrower\_3Boss\_ALT2=3 ;MENdoza  
CnC\_Nod\_Technician\_0=3 ;Technician

## File Attachments

1) [VeteranSystem SSGM 4.0 Plugin.zip](#), downloaded 411 times

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [Reaver11](#) on Mon, 05 Mar 2012 09:51:45 GMT

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Good job on the plugins!  
Would it be an idea to group them up in one post?

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [iRANian](#) on Mon, 05 Mar 2012 15:54:57 GMT

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Neh, it's easier for people to find them if I use a separate topic for every one of them. There's almost no activity in this subforum so it doesn't really matter.

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [ExEric3](#) on Sat, 09 Jun 2012 18:33:59 GMT

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What is wrong on this code (beta 5):

```
void VeteranSystem::OnObjectCreate(void *data,GameObject *obj)
{
    if (Commands->Is_A_Star(obj) && obj->As_SoldierGameObj() )
    {
        Attach_Script_Once(obj, "Veteran_Player", "");
        Update_Player(Get_Player_ID(obj), obj);
    }
}
```

```

}
else if ( obj->As_VehicleGameObj() )
{
    Attach_Script_Once(obj, "Veteran_Vehicle", "");
}
else if (!obj)
{
    Attach_Script_Once(obj, "Veteran_C4", "");
}
else if (obj->As_BeaconGameObj() )
{
    Attach_Script_Once(obj, "Veteran_Beacon", "");
}
else if (obj->As_BuildingGameObj() )
{
    Attach_Script_Once(obj, "Veteran_Building", "");
}
}
}

```

I get this error:

```

21> Veteran.cpp
21>Veteran.cpp(609): error C2039: 'As_BeaconGameObj' : is not a member of
'ScriptableGameObj'
21>      c:\ssgm4 beta 5\scripts\ScriptableGameObj.h(50) : see declaration of
'ScriptableGameObj'
21>
21>Build FAILED.

```

Thanks for help.

---

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
 Posted by [iRANian](#) on Sat, 09 Jun 2012 18:42:00 GMT  
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Dunno, try using Is\_Beacon() instead.

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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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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [iRANian](#) on Sat, 09 Jun 2012 19:33:43 GMT  
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derp

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [ExEric3](#) on Sat, 09 Jun 2012 21:11:44 GMT  
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Xpert wrote on Sat, 09 June 2012 20:53iRANian 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())

So code is:

```
void VeteranSystem::OnObjectCreate(void *data,GameObject *obj)
{
    if (Commands->Is_A_Star(obj) && obj->As_SoldierGameObj() )
    {
        Attach_Script_Once(obj, "Veteran_Player", "");
        Update_Player(Get_Player_ID(obj), obj);
    }
    else if (obj->As_VehicleGameObj() )
    {
        Attach_Script_Once(obj, "Veteran_Vehicle", "");
    }
    [B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj() )[/B]
    {
        Attach_Script_Once(obj, "Veteran_C4", "");
    }
    [B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj()
)/[B]
    {
        Attach_Script_Once(obj, "Veteran_Beacon", "");
    }
    else if (obj->As_BuildingGameObj() )
    {
        Attach_Script_Once(obj, "Veteran_Building", "");
    }
}
```

Compile log (bold are bad lines):

```
21>Veteran.cpp(605): error C2027: use of undefined type 'PhysicalGameObj'
21>      c:\ssgm4 beta 5\scripts\engine_ttddef.h(17) : see declaration of 'PhysicalGameObj'
```

```
21>Veteran.cpp(605): error C2227: left of '->As_C4GameObj' must point to
class/struct/union/generic type
21>Veteran.cpp(609): error C2027: use of undefined type 'PhysicalGameObj'
21>      c:\ssgm4 beta 5\scripts\engine_ttdef.h(17) : see declaration of 'PhysicalGameObj'
21>Veteran.cpp(609): error C2227: left of '->As_BeaconGameObj' must point to
class/struct/union/generic type
```

So what you think Xpert? Thx

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [iRANian](#) on Sat, 09 Jun 2012 21:13:07 GMT  
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try adding

```
#include "PhysicalGameObj.h"
```

to the top of the file

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [ExEric3](#) on Sat, 09 Jun 2012 21:15:07 GMT  
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iRANian wrote on Sat, 09 June 2012 23:13try adding

```
#include "PhysicalGameObj.h"
```

to the top of the file

Done. Thx.

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [Distrbd21](#) on Sun, 10 Jun 2012 08:14:17 GMT  
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Did this to help out Iran...

I know he is busy working on other plugins.

It will now work with beta 5

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File Attachments

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1) [VeteranSystem SSGM 4.0 Plugin.zip](#), downloaded 320 times

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [Distrbd21](#) on Thu, 19 Jul 2012 15:17:27 GMT  
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Hey I added more Levels under.

Load\_Promotion\_Info

But when I play with more then 6 levels enabled it doesn't work.

Am I forgetting to add something somewhere, to make it from 6 to 28?

```
void Load_Promotion_Info()
{
    /* testing some hard-coded stuff */

    PromoteInfo* Promote = new PromoteInfo;
    Promote->Armor = 0;
    Promote->Health = 0;
    Promote->Regeneration = 0;
    Promote->Discount = 0.0f;
    Promote->Points = 0;
    Promote->Level = 1;
    Promote->Name = "Recruit";

    PromotionNames.Add(Promote);

    PromoteInfo* Promote2 = new PromoteInfo;
    Promote2->Armor = 10;
    Promote2->Health = 10;
    Promote2->Regeneration = 0.0f;
    Promote2->Discount = .10f;
    Promote2->Points = 1000;
    Promote2->Level = 2;
    Promote2->Name = "Private";

    PromotionNames.Add(Promote2);

    PromoteInfo* Promote3 = new PromoteInfo;
    Promote3->Armor = 15;
    Promote3->Health = 15;
    Promote3->Regeneration = 0.0f;
    Promote3->Discount = .15f;
    Promote3->Points = 3000;
    Promote3->Level = 3;
```

```
Promote3->Name = "Private First Class";
```

```
PromotionNames.Add(Promote3);
```

```
PromoteInfo* Promote4 = new PromoteInfo;
```

```
Promote4->Armor = 15;
```

```
Promote4->Health = 15;
```

```
Promote4->Regeneration = 5.0f;
```

```
Promote4->Discount = .20f;
```

```
Promote4->Points = 5000;
```

```
Promote4->Level = 4;
```

```
Promote4->Name = "Lance Corporal";
```

```
PromotionNames.Add(Promote4);
```

```
PromoteInfo* Promote5 = new PromoteInfo;
```

```
Promote5->Armor = 25;
```

```
Promote5->Health = 25;
```

```
Promote5->Regeneration = 10.0f;
```

```
Promote5->Discount = .40f;
```

```
Promote5->Points = 7000;
```

```
Promote5->Level = 5;
```

```
Promote5->Name = "Corporal";
```

```
PromotionNames.Add(Promote5);
```

```
PromoteInfo* Promote6 = new PromoteInfo;
```

```
Promote6->Armor = 30;
```

```
Promote6->Health = 30;
```

```
Promote6->Regeneration = 15.0f;
```

```
Promote6->Discount = .50f;
```

```
Promote6->Points = 9000;
```

```
Promote6->Level = 6;
```

```
Promote6->Name = "Sergeant";
```

```
PromotionNames.Add(Promote6);
```

```
/*
```

```
PromoteInfo* Promote7 = new PromoteInfo;
```

```
Promote7->Armor = 0;
```

```
Promote7->Health = 0;
```

```
Promote7->Regeneration = 0;
```

```
Promote7->Discount = 0.0f;
```

```
Promote7->Points = 11000;
```

```
Promote7->Level = 7;
```

```
Promote7->Name = "Staff Sergeant";
```

```
PromotionNames.Add(Promote7);
```



```
PromoteInfo* Promote8 = new PromoteInfo;  
Promote8->Armor = 10;  
Promote8->Health = 10;  
Promote8->Regeneration = 0.0f;  
Promote8->Discount = .10f;  
Promote8->Points = 13000;  
Promote8->Level = 8;  
Promote8->Name = "Gunnery Sergeant";
```

```
PromotionNames.Add(Promote8);
```

```
PromoteInfo* Promote9 = new PromoteInfo;  
Promote9->Armor = 15;  
Promote9->Health = 15;  
Promote9->Regeneration = 0.0f;  
Promote9->Discount = .15f;  
Promote9->Points = 15000;  
Promote9->Level = 9;  
Promote9->Name = "Master Sergeant";
```

```
PromotionNames.Add(Promote9);
```

```
PromoteInfo* Promote10 = new PromoteInfo;  
Promote10->Armor = 15;  
Promote10->Health = 15;  
Promote10->Regeneration = 5.0f;  
Promote10->Discount = .20f;  
Promote10->Points = 17000;  
Promote10->Level = 10;  
Promote10->Name = "First Sergeant";
```

```
PromotionNames.Add(Promote10);
```

```
PromoteInfo* Promote11 = new PromoteInfo;  
Promote11->Armor = 25;  
Promote11->Health = 25;  
Promote11->Regeneration = 10.0f;  
Promote11->Discount = .40f;  
Promote11->Points = 19000;  
Promote11->Level = 11;  
Promote11->Name = "Master Gunnery Sergeant";
```

```
PromotionNames.Add(Promote11);
```

```
PromoteInfo* Promote12 = new PromoteInfo;  
Promote12->Armor = 30;  
Promote12->Health = 30;  
Promote12->Regeneration = 15.0f;
```

```
Promote12->Discount = .50f;  
Promote12->Points = 21000;  
Promote12->Level = 12;  
Promote12->Name = "Sergeant Major";
```

```
PromotionNames.Add(Promote12);
```

```
PromoteInfo* Promote13 = new PromoteInfo;  
Promote13->Armor = 0;  
Promote13->Health = 0;  
Promote13->Regeneration = 0;  
Promote13->Discount = 0.0f;  
Promote13->Points = 23000;  
Promote13->Level = 13;  
Promote13->Name = "Sergeant Major of the Marine ";
```

```
PromotionNames.Add(Promote13);
```

```
PromoteInfo* Promote14 = new PromoteInfo;  
Promote14->Armor = 10;  
Promote14->Health = 10;  
Promote14->Regeneration = 0.0f;  
Promote14->Discount = .10f;  
Promote14->Points = 25000;  
Promote14->Level = 14;  
Promote14->Name = "Warrant Officer";
```

```
PromotionNames.Add(Promote14);
```

```
PromoteInfo* Promote15 = new PromoteInfo;  
Promote15->Armor = 15;  
Promote15->Health = 15;  
Promote15->Regeneration = 0.0f;  
Promote15->Discount = .15f;  
Promote15->Points = 27000;  
Promote15->Level = 15;  
Promote15->Name = "Chief Warrant Officer 2";
```

```
PromotionNames.Add(Promote15);
```

```
PromoteInfo* Promote16 = new PromoteInfo;  
Promote16->Armor = 15;  
Promote16->Health = 15;  
Promote16->Regeneration = 5.0f;  
Promote16->Discount = .20f;  
Promote16->Points = 29000;  
Promote16->Level = 16;  
Promote16->Name = "Chief Warrant Officer 3";
```

PromotionNames.Add(Promote16);

PromoteInfo\* Promote17 = new PromoteInfo;  
Promote17->Armor = 25;  
Promote17->Health = 25;  
Promote17->Regeneration = 10.0f;  
Promote17->Discount = .40f;  
Promote17->Points = 31000;  
Promote17->Level = 17;  
Promote17->Name = "Chief Warrant Officer 4";

PromotionNames.Add(Promote17);

PromoteInfo\* Promote18 = new PromoteInfo;  
Promote18->Armor = 30;  
Promote18->Health = 30;  
Promote18->Regeneration = 15.0f;  
Promote18->Discount = .50f;  
Promote18->Points = 33000;  
Promote18->Level = 18;  
Promote18->Name = "Chief Warrant Officer 5";

PromotionNames.Add(Promote18);

PromoteInfo\* Promote19 = new PromoteInfo;  
Promote19->Armor = 0;  
Promote19->Health = 0;  
Promote19->Regeneration = 0;  
Promote19->Discount = 0.0f;  
Promote19->Points = 35000;  
Promote19->Level = 19;  
Promote19->Name = "Second Lieutenant";

PromotionNames.Add(Promote19);

PromoteInfo\* Promote20 = new PromoteInfo;  
Promote20->Armor = 10;  
Promote20->Health = 10;  
Promote20->Regeneration = 0.0f;  
Promote20->Discount = .10f;  
Promote20->Points = 37000;  
Promote20->Level = 20;  
Promote20->Name = "First Lieutenant";

PromotionNames.Add(Promote20);

PromoteInfo\* Promote21 = new PromoteInfo;

```
Promote21->Armor = 15;  
Promote21->Health = 15;  
Promote21->Regeneration = 0.0f;  
Promote21->Discount = .15f;  
Promote21->Points = 39000;  
Promote21->Level = 21;  
Promote21->Name = "Captain";
```

```
PromotionNames.Add(Promote21);
```

```
PromoteInfo* Promote22 = new PromoteInfo;  
Promote22->Armor = 15;  
Promote22->Health = 15;  
Promote22->Regeneration = 5.0f;  
Promote22->Discount = .20f;  
Promote22->Points = 41000;  
Promote22->Level = 22;  
Promote22->Name = "Major";
```

```
PromotionNames.Add(Promote22);
```

```
PromoteInfo* Promote23 = new PromoteInfo;  
Promote23->Armor = 25;  
Promote23->Health = 25;  
Promote23->Regeneration = 10.0f;  
Promote23->Discount = .40f;  
Promote23->Points = 43000;  
Promote23->Level = 23;  
Promote23->Name = "Lieutenant Colonel";
```

```
PromotionNames.Add(Promote23);
```

```
PromoteInfo* Promote24 = new PromoteInfo;  
Promote24->Armor = 30;  
Promote24->Health = 30;  
Promote24->Regeneration = 15.0f;  
Promote24->Discount = .50f;  
Promote24->Points = 45000;  
Promote24->Level = 24;  
Promote24->Name = "Colonel";
```

```
PromotionNames.Add(Promote24);
```

```
PromoteInfo* Promote25 = new PromoteInfo;  
Promote25->Armor = 25;  
Promote25->Health = 25;  
Promote25->Regeneration = 10.0f;  
Promote25->Discount = .40f;
```

```
Promote25->Points = 47000;
Promote25->Level = 25;
Promote25->Name = "Brigadier General";
```

```
PromotionNames.Add(Promote25);
```

```
PromoteInfo* Promote26 = new PromoteInfo;
Promote26->Armor = 30;
Promote26->Health = 30;
Promote26->Regeneration = 15.0f;
Promote26->Discount = .50f;
Promote26->Points = 49000;
Promote26->Level = 26;
Promote26->Name = "Major General";
```

```
PromotionNames.Add(Promote26);
```

```
PromoteInfo* Promote27 = new PromoteInfo;
Promote27->Armor = 0;
Promote27->Health = 0;
Promote27->Regeneration = 0;
Promote27->Discount = 0.0f;
Promote27->Points = 51000;
Promote27->Level = 27;
Promote27->Name = "Lieutenant General";
```

```
PromotionNames.Add(Promote27);
```

```
PromoteInfo* Promote28 = new PromoteInfo;
Promote28->Armor = 10;
Promote28->Health = 10;
Promote28->Regeneration = 0.0f;
Promote28->Discount = .10f;
Promote28->Points = 53000;
Promote28->Level = 28;
Promote28->Name = "General";
```

```
PromotionNames.Add(Promote28);
```

```
*/
```

```
// const PromoteInfo* test = Get_Promotion_Info(1); // DEBUG CRAP
// const PromoteInfo* test2 = Get_Promotion_Info(2); // DEBUG CRAP
}
```

Still working on it so I know somethings are the same in each level, but the Level = and Name =.

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [iRANian](#) on Thu, 19 Jul 2012 16:47:40 GMT

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no idea

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [ExEric3](#) on Sun, 19 Oct 2014 17:24:50 GMT

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Can you update this plugin for latest scripts 4.1?

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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [ExEric3](#) on Sun, 02 Nov 2014 08:57:19 GMT

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Updated for Scripts 4.1 - VS 2012

Thanks to StealthEye for analysing crashdump and fix.

#### File Attachments

1) [VeteranSystem SSGM 4.1 Plugin.zip](#), downloaded 274 times

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