Subject: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by iRANian on Thu, 19 Jul 2012 19:37:08 GMT
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This plugin adds the !vehkills (alias !vkills) command to the server, this command simply displays the amount of vehicles the players destroyed.

To install place 'VkillsCommand.dll' inside the root FDS folder then add an entry for it under [Plugins] in SSGM.ini.

You can contact me under the nick 'iRANian' on renegadeforums.com.

File Attachments
1) VkillsCommand SSGM 4.0 plugin v1.zip, downloaded 362 times

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Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by roszek on Wed, 05 Nov 2014 20:20:09 GMT
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VehiclesDestroyed is inaccessible?

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Xpert on Thu, 06 Nov 2014 03:22:50 GMT
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They set it to Protected. I don't know why. They changed a lot of functions to protected or private. I just changed the scripts back to public. I don't see it breaking anything.

Here's my 4.1 one. It works as long as you have VehiclesDestroyed in public.

File Attachments
1) VKillsCommand.dll, downloaded 194 times

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by roszek on Thu, 06 Nov 2014 04:52:41 GMT
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Xpert wrote on Wed, 05 November 2014 20:22They set it to Protected. I don't know why. They changed a lot of functions to protected or private. I just changed the scripts back to public. I don't see it breaking anything.

Here's my 4.1 one. It works as long as you have VehiclesDestroyed in public.

Yeah that fixes it, thanks.

VehDestroyed is offset 0x50 of cPlayer.

The code used to access VehDestroyed is:

```
.text:11001647          push   eax
.text:11001648          call   ebx ; Find_Player(int) ; Find_Player(int)
.text:1100164A          push   esi
.text:1100164B          mov    ebp, eax

....

.text:110016A6          mov    eax, [ebp+50h]
```

So you can just use something like:

```
cPlayer *Player = Find_Player(blabla)
int VehsDestroyed;

_asm
{
   mov eax, Player
   mov eax, [eax+0x50]
   mov [VehsDestroyed], eax
}
```

I don't think roszek knows ASM which is why this is a much easier direct approach lol.

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by roszek on Sun, 09 Nov 2014 23:22:55 GMT

Fixed, Thanks.

File Attachments
1) vKills.rar, downloaded 233 times

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Xpert on Mon, 10 Nov 2014 04:15:48 GMT

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","");
```

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Gen_Blacky on Mon, 10 Nov 2014 17:52:26 GMT

That's assuming wreckage's use the Destroyed presets. DA for example does not use those presets.

Edit:
DA use's the preset "Mounted"