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 418 times

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 254 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.

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by iRANian on Fri, 07 Nov 2014 10:58:16 GMT
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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
}
```

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Gen_Blacky on Fri, 07 Nov 2014 20:16:48 GMT
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Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Xpert on Fri, 07 Nov 2014 21:10:23 GMT
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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
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Fixed, Thanks.

File Attachments
1) vKills.rar, downloaded 286 times

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","");
```

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by Gen_Blacky on Mon, 10 Nov 2014 17:52:26 GMT
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That's assuming wreckage's use the Destroyed presets. DA for example does not use those presets.

Edit:
DA use's the preset "Mounted"