
Subject: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by [iRANian](#) on Thu, 19 Jul 2012 19:37:08 GMT

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

This plugin adds the !vehkills (alias !kills) 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 260 times

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by [roszek](#) on Wed, 05 Nov 2014 20:20:09 GMT

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

VehiclesDestroyed is inaccessible?

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by [Xpert](#) on Thu, 06 Nov 2014 03:22:50 GMT

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

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 106 times

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by [roszek](#) on Thu, 06 Nov 2014 04:52:41 GMT

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

Xpert wrote on Wed, 05 November 2014 20:22 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.

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

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

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

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

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

Posted by [Xpert](#) on Fri, 07 Nov 2014 21:10:23 GMT

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

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

Fixed, Thanks.

File Attachments

1) [vKills.rar](#), downloaded 140 times

Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command
Posted by [Xpert](#) on Mon, 10 Nov 2014 04:15:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

Edit:

DA use's the preset "Mounted"
