Subject: Example Code: Inbuilt Veteran System

Posted by dead6re on Thu, 22 Jun 2006 11:02:58 GMT

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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 318 times
- 2) aow.h, downloaded 240 times