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Subject: Headshot message for Server.

Posted by [crysis992](#) on Sun, 21 Nov 2010 21:50:35 GMT

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Hello, im working atm on kill strike messages, okay I've done them so far. But now i want a headshot message.

"<nick> killed <KILLEDnick>. Headshot"

I did the killstrike script on this way:

```
if (kills == 2)
{
    Create_2D_WAV_Sound_Player(obj,"multikill.wav");
    Console_Input(StrFormat("msg %s made a double kill (2)", Get_Player_Name(obj)).c_str());
}

else if (kills == 3)
.
.
.
.
```

its working, but how i do this headshot thing? I rly have no idea + im just a beginner in this c++ shit \*lol\*

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Subject: Re: Headshot message for Server.

Posted by [Omar007](#) on Sun, 21 Nov 2010 22:22:29 GMT

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You'll have to check either which bone has been hit or what the damage multiplier was (\*5 is a headshot I believe).

I never looked into detailed hits but the single player counts headshots, arm shots, torso shots etc so I'm assuming it's in there somewhere.

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Subject: Re: Headshot message for Server.

Posted by [crysis992](#) on Sun, 21 Nov 2010 22:52:13 GMT

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---

Okay Ive tested the kill strikes with more players and it seems that they are bugged.

If someone make a doulbe kill, and he get killed the message comes.

Sometimes the message appear 4-8 times.

Thats what I've done:

gmscripts.cpp

```
//*****
//***** PLAYER RELATED SCRIPTS *****
//*****

//This script is attached to all players.
void MDB_SSGM_Player::Created(GameObject *obj) {
    if (Settings->ForceTeam != -1) {
        if (Commands->Get_Player_Type(obj) != Settings->ForceTeam) {
            Change_Team(obj,Settings->ForceTeam);
            return;
        }
    }

    const char *Nick = Get_Player_Name(obj);
    if (strstr(Nick,";")) { //Breaks gamelog. Crashes if done in the player join hook.
        Console_Input(StrFormat("kick %d",Get_Player_ID(obj)).c_str());
        delete[] Nick;
        return;
    }
    delete[] Nick;

    if (Settings->GameMode != 1) {
        Commands->Set_Is_Visible(obj,false);
    }

    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt1,h_a_a0a0_l12");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt2,H_A_a0a0_L22");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt3,H_A_a0a0_L23");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt4,H_A_a0a0_L24");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt5,H_A_a0a0_L25");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt6,H_A_a0a0_L58");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt7,H_A_cresentkick");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt8,H_A_sidekick");
    Commands->Attach_Script(obj,"MDB_SSGM-Taunt_Key","Taunt9,H_A_punchcombo");
    Commands->Attach_Script(obj,"MDB_SSGM_WriteLog_Key","VoteYes,!vote yes,0");
    Commands->Attach_Script(obj,"MDB_SSGM_WriteLog_Key","VoteNo,!vote no,0");
    if (Settings->GameMode == 2) {
        Commands->Attach_Script(obj,"MDB_SSGM_ChatCommand_Key","VehBind,!captures,1");
        Commands->Attach_Script(obj,"MDB_SSGM_ChatCommand_Key","VehBL,!flaginfo,1");
    }
    [COLOR=red] if (Settings->GameMode == 3) {
```

```

Commands->Attach_Script(obj,"z_player","");
}[/COLOR]
.
.
.

```

gmscripts.h

```

//*****
//***** PLAYER RELATED SCRIPTS *****
//*****

//This script is attached to all players.
class MDB_SSGM_Player : public ScriptImpClass {
void Created(GameObject *obj);
void Destroyed(GameObject *obj);
void z_Player(GameObject *obj);
void Killed(GameObject *obj, GameObject *shooter);
void Timer_Expired(GameObject *obj, int number);
void MDB_SSGM_Player::Custom(GameObject *obj, int message, int param, GameObject
*sender);
Vector3 SpawnPos;
int AfkDetect;
bool WasKilled;
};

```

c\_kills.cpp

```

#include "scripts.h"
#include "engine.h"
#include "gmmain.h"
#include "cry_kills.h"
#include "gmgameolog.h"
#include "date.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#include <ddeml.h>
#endif
#include <fstream>
#include <iostream>
#include <sstream>
#include <time.h>
#include <algorithm>

```

```

#include <map>

void z_Player::Created(GameObject *obj)
{
    kills = 0;
}

void z_Player::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
    if (kills == 2)
    {
        Commands->Create_2D_WAV_Sound("double_kill.wav");
        Console_Input(StrFormat("msg %s made a double kill (2)", Get_Player_Name(obj)).c_str());
    }

    else if (kills == 3)
    {
        Commands->Create_2D_WAV_Sound("triplekill.mp3");
        Commands->Create_2D_WAV_Sound("triplekill.wav");
        Console_Input(StrFormat("msg %s made a Tripple. (3)", Get_Player_Name(obj)).c_str());
    }
    else if (kills == 4)
    {
        Commands->Create_2D_WAV_Sound("multikill.wav");
        Console_Input(StrFormat("msg %s made a Multikill (4)", Get_Player_Name(obj)).c_str());
    }
    else if (kills == 6)
    {
        Commands->Create_2D_WAV_Sound("Monsterkill_F.wav");
        Console_Input(StrFormat("msg %s made a M-M-M-M-Monster Kill!!! (6)",
Get_Player_Name(obj)).c_str());
    }
    else if (kills == 8)
    {
        Commands->Create_2D_WAV_Sound("rampage.wav");
        Console_Input(StrFormat("msg Oh my GOD! %s is on a rampage (7)",
Get_Player_Name(obj)).c_str());
    }
    else if (kills == 9)
    {
        char msg[250];
        Commands->Create_2D_WAV_Sound("unstoppable.wav");
        Console_Input(StrFormat("msg %s is unstoppable!!", Get_Player_Name(obj)).c_str());
    }
}

```

```

}
else if (kills == 13)
{
    char msg2[250];
    Console_Input(StrFormat("msg [Info]: %s is on a killingspree (3)",
Get_Player_Name(obj)).c_str());
    Commands->Create_2D_WAV_Sound("monsterkill.wav");
    Send_Message(255,255,255,msg2);
}
else if (kills == 15)
{
    Commands->Create_2D_WAV_Sound("godlike.mp3");
    Console_Input(StrFormat("msg %s is godlike...", Get_Player_Name(obj)).c_str());
}
}

void z_Player::Register_Auto_Save_Variables()
{
    Auto_Save_Variable(1,4,&kills);
}

ScriptRegistrant<z_Player> z_Player_Registrant("z_Player","");

```

cry\_kills.h

```

class z_Player : public ScriptImpClass {
void Created(GameObject *obj);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
void Register_Auto_Save_Variables();
int kills;
};

```

So i dont know why its not working correctly or whats the problem

Some IRC Logs:

```

[ 23:49:44] 15|><> 7 [Cry]BoT 15<><| 7[Message] Host: [INFO] Renegadeskins.Net Sniper
server for HoH Clan
[ 23:49:48] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a double kill (2)
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a Tripple. (3)
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 04[THS]-Jure killed [THS]-Maxim with Sniper
Rifle.
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 04[THS]-Jure killed [THS]-Maxim (Nod Blackhand

```

Sniper/Sniper Rifle 04vs GDI Havoc 04)

[ 23:50:06] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a Tripple. (3)

-----  
[ 23:48:04] 15|><> 7 [Cry]BoT 15<><| 04Finalchapter killed [THS]-Maxim (Nod Blackhand Sniper/Sniper Rifle 04vs GDI Deadeye 04)

[ 23:48:11] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)

[ 23:48:12] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)

[ 23:48:13] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)

[ 23:48:18] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)

---

Subject: Re: Headshot message for Server.

Posted by [reborn](#) on Mon, 22 Nov 2010 08:26:32 GMT

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Where do you send the custom that updates the amount of kills a player has gained? I do not see how the variable "kills" is increased.

Also, the multi spamming of the message could be because you're not filter which custom it is you're looking for, so on death the player may be receiving several customs, which are all triggering that message.

---

Subject: Re: Headshot message for Server.

Posted by [crysis992](#) on Mon, 22 Nov 2010 12:55:23 GMT

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Is there a way you could fix that for me, im just a beginner :/  
The code is not completly from me. I used Zunnie's as a example.  
Would be nice if you could do that.

---

---

Subject: Re: Headshot message for Server.  
Posted by [jnz](#) on Mon, 22 Nov 2010 18:10:19 GMT  
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---

Something for you to try.

```
int headShotCount[127]; //bad, but whatever
extern cPlayer *(*FindPlayer)(int);

//player join
headshotCount[playerId] = 0;

//when player is damaged:
void my_script::Damaged(GameObject *o, GameObject *Attacker, float damage)
{
    int playerId = Get_Player_Id(o);
    cPlayer *p = FindPlayer(playerId);
    if(!p) return;

    headShotCount[playerId] = p->HeadShots;
}

//when player is killed
void my_script::Killed(GameObject *o, GameObject *Attacker)
{
    int killerId = Get_Player_Id(Attacker);
    cPlayer *killer = FindPlayer(killerId);
    if(!killer) return;
    if(killer->HeadShots > headShotCount[killerId])
    {
        headShotCount[killerId] = killer->HeadShots;
        Console_Input("msg headshot");
    }
}
```

---

Subject: Re: Headshot message for Server.  
Posted by [crisis992](#) on Mon, 22 Nov 2010 22:46:50 GMT  
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---

Sry but i have no idea at all how to add it :/

---

---

Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Tue, 23 Nov 2010 08:13:44 GMT  
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---

I will write this for you so you understand it when I have the time.

Infact, I'll write two implementations, one similar to jnz's with a global variable, and one in the format you're more used to seeing.

---

---

Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Tue, 23 Nov 2010 21:41:12 GMT  
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---

I wrote this, and it's compiled, but I never actually bothered to test it, mainly because I do not have the custom .wav files you're referencing, and secondly because I couldn't be bothered really.

Here is the first version, written more in the style that jnz posted, with global variables and a code that is not exactly conforming to the standard renegade API useage. I will if I have time write a script that's all tidy and familiar to you and the renegade API.

It's important to remeber though, that while in this instance it's probably better to use the API classes and conform to that standard, it isn't always... There are thing that are deemed "impossible" by some, that really are quite simple using "hacks" like this.  
Plus, if you only learn to code using the renegade API you'll end up very confused later on when you want to write something else.

I wrote this as a SSGM plugin, and have attached the full source code.

```
/* Renegade Scripts.dll  
Example Plugin Code  
Copyright 2007 Whitedragon(MDB), Jonathan Wilson, spencer "reborn" elliott
```

```
This file is part of the Renegade scripts.dll  
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under  
the terms of the GNU General Public License as published by the Free  
Software Foundation; either version 2, or (at your option) any later  
version. See the file COPYING for more details.  
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any  
closed source module that does not contain code covered by this licence.  
Only the source code to the module(s) containing the licenced code has to be released.  
*/
```



/\* This is an example of how to implement a server hack to make it register, record and display player kill sprees.

This has been done WITHOUT the client scripts.dll in mind and has NOT respected the accepted use of the renegade API.

It uses global variables and custom C++ functions. Ironically it is more readable to other programmers outside the renegade community.

In this instance however, it is probably easier and more efficient to use the classes that the API lends itself to, this is just an example...

\*/

```
#include "scripts.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>
#endif
#include "engine.h"
#include "gmmain.h"
#include "KillMessages.h"
```

```
int PlayerKills[127];
```

```
int ObjectHookID = 0;
ObjectCreateHookStruct *ObjectHookStruct = 0;
```

```
// This hook is called when an object is created
void ObjectHookCall(void *data,GameObject *obj)
{
    //This is kinda like a little filter...
    //I'm basically saying here that if the object that was created is a player, then do the following...
    if(Commands->Is_A_Star(obj))
    {
        //This ensures that all players get this script attached to them
        Commands->Attach_Script(obj, "KillMessages", "");
    }
}
```

```
void Plugin_Load()
{
    //When the plugin loads this code is called and sets up the object creation hook.
    ObjectHookStruct = new ObjectCreateHookStruct;
    ObjectHookStruct->hook = ObjectHookCall;
    ObjectHookStruct->data = 0;
    ObjectHookID = AddObjectCreateHook(ObjectHookStruct);
}
```

```

//This is a C++ function.
//I created the function because I call it several times in different places,
//so it cuts down on the amount of lines I need to write, and makes things neater, it also cuts down
on chances for error.
//and if I need to make a change to the function, it's only here that I need to change it.
//Its use is limited to setting the global variable of PlayerKills for a specific player to Zero.
void ZeroOutKills(int PlayerID)
{
    PlayerKills[PlayerID] = 0;
}

//Another function.
//int Amount is actually overkill TBH, I always know I will be adding only 1 kill at a time, but this is
just to demonstrate really.
void AddKill(int PlayerID, int Amount)
{
    PlayerKills[PlayerID] += PlayerKills[PlayerID] + Amount;
}

//A function to get the running killing spree count of a player
int GetKillingSpreeCount(int PlayerID)
{
    int kills = PlayerKills[PlayerID];
    return kills;
}

//This is the actual "Guts" of the plugin. It is the script that is attached to the players and updates
kills etc.
void KillMessages::Created(GameObject *obj)
{
    //When player spawns set their running kills to zero.
    //The function ZeroOutKills takes the player ID, so the below does this: Get_Player_ID(obj)
    //That retrieves the player ID for me from the GameObject, which is the piece of information I
know about the player.
    ZeroOutKills(Get_Player_ID(obj));
}

void KillMessages::Killed(GameObject *obj, GameObject *shooter)
{
    //Just a little safety check to make sure that the killer is actually a player and not a patch of
tiberium or something stupid like fall damage...
    if(Commands->Is_A_Star(shooter))
    {
        //Update the player's running kill amount that shot the player.
        //So basically what you're doing here is waiting for the player to die
        //then when they do die, update the amount of kills for the person that killed them.
        AddKill(Get_Player_ID(obj), 1);
    }
}

```

```

if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 2)
{
    Commands->Create_2D_WAV_Sound("double_kill.wav");
    Console_Input(StrFormat("msg %s made a double kill (2)", Get_Player_Name(shooter)).c_str());
}

else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 3)
{
    Commands->Create_2D_WAV_Sound("triplekill.wav");
    Console_Input(StrFormat("msg %s made a Tripple. (3)", Get_Player_Name(shooter)).c_str());
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 4)
{
    Commands->Create_2D_WAV_Sound("multikill.wav");
    Console_Input(StrFormat("msg %s made a Multikill (4)", Get_Player_Name(shooter)).c_str());
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 6)
{
    Commands->Create_2D_WAV_Sound("Monsterkill_F.wav");
    Console_Input(StrFormat("msg %s made a M-M-M-M-Monster Kill!!! (6)",
Get_Player_Name(shooter)).c_str());
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 8)
{
    Commands->Create_2D_WAV_Sound("rampage.wav");
    Console_Input(StrFormat("msg Oh my GOD! %s is on a rampage (7)",
Get_Player_Name(shooter)).c_str());
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 9)
{
    Commands->Create_2D_WAV_Sound("unstoppable.wav");
    Console_Input(StrFormat("msg %s is unstoppable!!", Get_Player_Name(shooter)).c_str());
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 13)
{
    Console_Input(StrFormat("msg %s is on a killingspree", Get_Player_Name(shooter)).c_str());
    Commands->Create_2D_WAV_Sound("monsterkill.wav");
}
else if (GetKillingSpreeCount(Get_Player_ID(shooter)) == 15)
{
    Commands->Create_2D_WAV_Sound("godlike.mp3");
    Console_Input(StrFormat("msg %s is godlike...", Get_Player_Name(shooter)).c_str());
}
}
}
}

```

```

void Plugin_Unload()

```

```

{
//This is just the unloading of the plugin, the standard example doesn't remove the hook and can
cause a crash.
//remember to do this in your own plugins.
RemoveObjectCreateHook(ObjectHookID);
delete ObjectHookStruct;
}

extern "C"
{
//This is the player join hook. This code here is called when a player joins the server.
DLLEXPORT void SSGM_Player_Join_Hook(int ID, const char *Nick)
{
//When the player joins, set their kills to 0.
//This is just good practice, but probably redundant, as it is also set to 0 when they spawn.
ZeroOutKills(ID);
}

//This is the map load hook. This code is called when the map loads.
DLLEXPORT void SSGM_Level_Loaded_Hook()
{
//This is a simple "for" loop. This loop basically set every single players kills to 0 when the map
loads.
//It also is probably redundant as when the map loads and the player spawns their kills would be
set to 0.
for(unsigned int i = 1; i <= 127; i++)
{
ZeroOutKills(i);
}
}
}

```

/\* Renegade Scripts.dll  
Example Plugin Code  
Copyright 2007 Whitedragon(MDB), Jonathan Wilson

This file is part of the Renegade scripts.dll

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any

closed source module that does not contain code covered by this licence.  
Only the source code to the module(s) containing the licenced code has to be released.  
\*/

```
#define PluginName "reborn's killing spree plugin"
#define PluginVersion "1.0"
```

```
void Plugin_Load();
```

```
void ZeroOutKills(int PlayerID);
void AddKill(int PlayerID, int Amount);
int GetKillingSpreeCount(int PlayerID);
```

```
class KillMessages : public ScriptImpClass
{
    void Created(GameObject *obj);
    void Killed(GameObject *obj, GameObject *Killer);
};
```

```
void Plugin_Unload();
```

Download the full source code here.

---

---

Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Tue, 23 Nov 2010 22:35:18 GMT  
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Thanks for your time, the explanation help alot.  
But it doesnt work for some reason :/

See:

```
[ 23:30:28] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 08cry1 killed cry with Sniper Rifle. Headshot!
[ 23:30:34] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 08cry1 killed cry with Sniper Rifle. Headshot!
[ 23:30:39] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 08cry1 killed cry with Sniper Rifle. Headshot!
[ 23:30:47] 15|><> 7 [Cry]BoT 15<><| 06[Team] 08cry1: !blamo
[ 23:30:54] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 08cry1 killed cry with Sniper Rifle. Headshot!
```

,  
crysis992

---

---

Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Tue, 23 Nov 2010 22:38:15 GMT  
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Ah, I forgot the script registrant...

```
ScriptRegistrant<KillMessages> KillMessages_Registrant("KillMessages","");
```

---

---

Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Tue, 23 Nov 2010 23:45:51 GMT  
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Ahh should have noticed that :/  
Okay i added it, but now if i wanna load the dll, it crashes the FDS. It loads the file then it restart.

It says that its loaded successfully but it still crash/restart my FDS:

```
[00:39:21] Stand alone .DLL Hooks.dll loaded  
[00:39:21] Plugin KillMessages.dll(reborn's killing spree plugin) v1.0 loaded  
[00:39:21] Console commands injected.
```

```
[Plugins]  
01=resurrection.dll  
02=BW-Log.dll  
03=Hooks.dll  
04=KillMessages.dll
```

---

---

Subject: Re: Headshot message for Server.  
Posted by [Gen\\_Blacky](#) on Wed, 24 Nov 2010 01:35:27 GMT  
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---

well for one you don't load the rr dll in ssgm. You don't load roshambos hooks.dll in ssgm if that is roshambos hooks it will most likely crash the fds when used with rr. Compile a new ssgm scripts.dll if you haven't done so already.

---

---

Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Wed, 24 Nov 2010 06:23:05 GMT  
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Gen\_Blacky wrote on Tue, 23 November 2010 20:35well for one you don't load the rr dll in ssgm. You don't load roshambos hooks.dll in ssgm if that is roshambos hooks it will most likely crash the

fds when used with rr. Compile a new ssgm scripts.dll if you haven't done so already.

Now i deleted the hooks.dll and rr.dll from the ini and i have now only BW-Log and KillMessages in it, and it still crash my FDS.

Already Compiled a new scripts.dll cause i use a costum one and not the standard scripts.dll.

---

---

Subject: Re: Headshot message for Server.

Posted by [reborn](#) on Wed, 24 Nov 2010 06:32:49 GMT

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I'll try it myself when I get home from work. I should of tested it myself first, I was just being lazy.

---

---

Subject: Re: Headshot message for Server.

Posted by [crysis992](#) on Wed, 24 Nov 2010 07:24:54 GMT

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---

reborn wrote on Wed, 24 November 2010 00:32I'll try it myself when I get home from work. I should of tested it myself first, I was just being lazy.

Okay, thank you =)

---

---

Subject: Re: Headshot message for Server.

Posted by [Sir Kane](#) on Fri, 26 Nov 2010 01:47:17 GMT

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---

You should get the counts right, can't remember them exactly, but "godlike" is 12.

---

---

Subject: Re: Headshot message for Server.

Posted by [reborn](#) on Fri, 26 Nov 2010 06:34:56 GMT

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---

This line here is wrong:

```
for(unsigned int i = 1; i <= 127; i++)
```

It should be:

```
for(unsigned int i = 0; i < 127; i++)
```

It's not the first time 0 based indexing caught me out. What a newbie mistake!

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Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Fri, 26 Nov 2010 13:56:53 GMT  
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Thank you, now its not crashing my FDS, but it still dont do any messages or sounds

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Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Fri, 26 Nov 2010 14:29:44 GMT  
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And you included the script registrant too?

I'll take a look later on...

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Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Fri, 26 Nov 2010 15:08:57 GMT  
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reborn wrote on Fri, 26 November 2010 08:29And you included the script registrant too?

I'll take a look later on...

Yes registrant included also.

I "builed" them again, uploaded them to my server and replaced it with the old .dll + changed ssgm.ini. Then restartet server and testet it -> Nothing, no sound or message.

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Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Mon, 29 Nov 2010 21:03:54 GMT  
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AddKill(Get\_Player\_ID(obj), 1);

Should be:

AddKill(Get\_Player\_ID(shooter), 1);

Updated download to include various fixes, here.

Sorry for delay, I have been very busy.

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Subject: Re: Headshot message for Server.  
Posted by [crysis992](#) on Mon, 29 Nov 2010 21:56:33 GMT  
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Thanks reborn =)  
works perfectly =D

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Subject: Re: Headshot message for Server.  
Posted by [reborn](#) on Mon, 29 Nov 2010 21:57:37 GMT  
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No worries.

Now you should try and work on the head shot problem and see how you get on!

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