Subject: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Sun, 04 Mar 2012 21:35:37 GMT

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This is a port of the veteran system from the OnOeS renegade regulator made by Hex, jnz and pvtschlag. I rewrote parts of it to resemble the n00bless veteran system plugin for SSGM 2.0.2 released by Hex. It includes regeneration, discounts, health+armour increases and veteran commands. The following commands are available:

!vetpoints - !vp ; Shows how many vet points the player executing the command has
!weapon - !weap ; Will give the player a random weapon from his team, if he is a level 3 veteran
!character - !char ; Will give the player a random character from his team, if he is a level 4 veteran
!vehicle - !veh ; Will give the player a random vehicle from his team, if he is a level 5 veteran

The values associated with every veteran level are currently hard-coded as this is an ALPHA RELEASE. It might crash your server randomly as it isn't tested and it also might contain bugs. I've included the source code, although it looks like a mess.

To install, place VeteranSystem.dll in your root FDS folder and add an entry under the [Plugins] section in SSGM.ini. Then at the bottom of SSGM.ini add:

[VeteranSystem_Tiers]
;If a soldier preset is missing the code defaults the preset to 'low tier', this section controls how many vet point(s) a character is worth
; 1 = low tier, 2 = mid tier, 3 = high tier
CnC_GDI_MiniGunner_0=1   ;Shooter
CnC_GDI_RocketSoldier_0=1   ;Shotgunner
CnC_GDI_Grenadier_0=1   ;Grenadier
CnC_GDI_Engineer_0=1   ;Engineer
CnC_GDI_MiniGunner_1Off=1   ;Officer
CnC_GDI_RocketSoldier_1Off=1   ;Rocket Soldier
CnC_Sydney=1   ;Tib Sydney
CnC_GDI_MiniGunner_2SF=2   ;Deadeye
CnC_GDI_RocketSoldier_2SF=2   ;Gunner
CnC_GDI_Grenadier_2SF=2   ;Patch
CnC_GDI_MiniGunner_3Boss=3   ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT2=3 ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT3=3   ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT4=3 ;Havoc
CnC_Sydney_PowerSuit=3   ;PIC
CnC_Sydney_PowerSuit_ALT2=3 ;PIC
CnC_Ignatio_Mobius=3   ;Mobius
CnC_Ignatio_Mobius_ALT2=3   ;Mobius
CnC_GDI_Engineer_2SF=3   ;Hotwire

CnC_Nod_Minigunner_0=1   ;Shooter
CnC_Nod_RocketSoldier_0=1 ;Shotgunner
CnC_Nod_FlameThrower_0=1 ;Flamethrower

```
CnC_Nod_Engineer_0=1   ;Engineer
CnC_Nod_Minigunner_1Off=1 ;Officer
CnC_Nod_RocketSoldier_1Off=1 ;Rocket Soldier
CnC_Nod_FlameThrower_1Off=1  ;Chem Sprayer
CnC_Nod_Minigunner_2SF=2  ;Black Hand Sniper
CnC_Nod_RocketSoldier_2SF=2  ;Black Hand Laserchaingunner
CnC_Nod_FlameThrower_2SF=2  ;SBH
CnC_Nod_Minigunner_3Boss=3  ;Sakura
CnC_Nod_Minigunner_3Boss_ALT2=3 ;Sakura
CnC_Nod_RocketSoldier_3Boss=3  ;Raveshaw
CnC_Nod_RocketSoldier_3Boss_ALT2=3  ;Raveshaw
CnC_Nod_FlameThrower_3Boss=3 ;MENdoza
CnC_Nod_FlameThrower_3Boss_ALT2=3 ; MENdoza
CnC_Nod_Technician_0=3 ;Technician
```

File Attachments
1) VeteranSystem SSGM 4.0 Plugin.zip, downloaded 433 times

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by Reaver11 on Mon, 05 Mar 2012 09:51:45 GMT
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Good job on the plugins!
Would it be an idea to group them up in one post?

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Mon, 05 Mar 2012 15:54:57 GMT
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Neh, it's easier for people to find them if I use a separate topic for every one of them. There's almost no activity in this subforum so it doesn't really matter.

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by ExEric3 on Sat, 09 Jun 2012 18:33:59 GMT
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What is wrong on this code (beta 5):

```
void VeteranSystem::OnObjectCreate(void *data,GameObject *obj)
{
 if (Commands->Is_A_Star(obj) && obj->As_SoldierGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Player", "");
  Update_Player(Get_Player_ID(obj), obj);
```

```
 }
 else if ( obj->As_VehicleGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Vehicle", "");
 }
 else if (!obj)
 {
  Attach_Script_Once(obj, "Veteran_C4", "");
 }
 else if (obj->As_BeaconGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Beacon", "");
 }
 else if (obj->As_BuildingGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Building", "");
 }
}
```

I get this error:

21> Veteran.cpp
21>Veteran.cpp(609): error C2039: 'As_BeaconGameObj' : is not a member of
'ScriptableGameObj'
21>   c:\ssgm4 beta 5\scripts\ScriptableGameObj.h(50) : see declaration of
'ScriptableGameObj'
21>
21>Build FAILED.

Thanks for help.

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Sat, 09 Jun 2012 18:42:00 GMT
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Dunno, try using Is_Beacon() instead.

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by Xpert on Sat, 09 Jun 2012 18:53:57 GMT
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iRANian wrote on Sat, 09 June 2012 14:42Dunno, try using Is_Beacon() instead.

That doesn't exist anymore.
Neither does the following:

Is_C4
Is_Building
Is_Soldier
Is_Vehicle

For Is_Beacon:
if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj())

For Is_C4:
else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj())

For Is_Building:
if (obj->As_BuildingGameObj())

For Is_Soldier:
if (obj->As_SoldierGameObj())

For Is_Vehicle:
if (killed->As_VehicleGameObj())

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Sat, 09 Jun 2012 19:33:43 GMT
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derp

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by ExEric3 on Sat, 09 Jun 2012 21:11:44 GMT
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Xpert wrote on Sat, 09 June 2012 20:53iRANian wrote on Sat, 09 June 2012 14:42Dunno, try using Is_Beacon() instead.

That doesn't exist anymore.
Neither does the following:
Is_C4
Is_Building
Is_Soldier
Is_Vehicle

For Is_Beacon:
if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj())

For Is_C4:
else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj())

For Is_Building:
if (obj->As_BuildingGameObj())

For Is_Soldier:
if (obj->As_SoldierGameObj())

For Is_Vehicle:
if (killed->As_VehicleGameObj())

So code is:

```
void VeteranSystem::OnObjectCreate(void *data,GameObject *obj)
{
 if (Commands->Is_A_Star(obj) && obj->As_SoldierGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Player", "");
  Update_Player(Get_Player_ID(obj), obj);
 }
 else if (obj->As_VehicleGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Vehicle", "");
 }
[B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj() )[/B]
 {
  Attach_Script_Once(obj, "Veteran_C4", "");
 }
[B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj() )[/B]
 {
  Attach_Script_Once(obj, "Veteran_Beacon", "");
 }
 else if (obj->As_BuildingGameObj() )
 {
  Attach_Script_Once(obj, "Veteran_Building", "");
 }
}
```

Compile log (bold are bad lines):

21>Veteran.cpp(605): error C2027: use of undefined type 'PhysicalGameObj'
21>   c:\ssgm4 beta 5\scripts\engine_ttdef.h(17) : see declaration of 'PhysicalGameObj'

21>Veteran.cpp(605): error C2227: left of '->As_C4GameObj' must point to class/struct/union/generic type
21>Veteran.cpp(609): error C2027: use of undefined type 'PhysicalGameObj'
21>   c:\ssgm4 beta 5\scripts\engine_ttdef.h(17) : see declaration of 'PhysicalGameObj'
21>Veteran.cpp(609): error C2227: left of '->As_BeaconGameObj' must point to class/struct/union/generic type

So what you think Xpert? Thx

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Sat, 09 Jun 2012 21:13:07 GMT
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try adding

#include "PhysicalGameObj.h"

to the top of the file

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by ExEric3 on Sat, 09 Jun 2012 21:15:07 GMT
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iRANian wrote on Sat, 09 June 2012 23:13try adding

#include "PhysicalGameObj.h"

to the top of the file

Done. Thx.

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by Distrbd21 on Sun, 10 Jun 2012 08:14:17 GMT
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Did this to help out Iran...

I know he is busy working on other plugins.

It will now work with beta 5

File Attachments

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by Distrbd21 on Thu, 19 Jul 2012 15:17:27 GMT
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Hey I added more Levels under.

Load_Promotion_Info

But when I play with more then 6 levels enabled it doesn't work.

Am I forgetting to add something somewhere, to make it from 6 to 28?

```
void Load_Promotion_Info()
{
 /* testing some hard-coded stuff */

 PromoteInfo* Promote = new PromoteInfo;
 Promote->Armor = 0;
 Promote->Health = 0;
 Promote->Regeneration = 0;
 Promote->Discount = 0.0f;
 Promote->Points = 0;
 Promote->Level = 1;
 Promote->Name = "Recruit";

 PromotionNames.Add(Promote);

 PromoteInfo* Promote2 = new PromoteInfo;
 Promote2->Armor = 10;
 Promote2->Health = 10;
 Promote2->Regeneration = 0.0f;
 Promote2->Discount = .10f;
 Promote2->Points = 1000;
 Promote2->Level = 2;
 Promote2->Name = "Private";

 PromotionNames.Add(Promote2);

 PromoteInfo* Promote3 = new PromoteInfo;
 Promote3->Armor = 15;
 Promote3->Health = 15;
 Promote3->Regeneration = 0.0f;
 Promote3->Discount = .15f;
 Promote3->Points = 3000;
 Promote3->Level = 3;
```

```cpp
Promote3->Name = "Private First Class";

PromotionNames.Add(Promote3);

PromoteInfo* Promote4 = new PromoteInfo;
Promote4->Armor = 15;
Promote4->Health = 15;
Promote4->Regeneration = 5.0f;
Promote4->Discount = .20f;
Promote4->Points = 5000;
Promote4->Level = 4;
Promote4->Name = "Lance Corporal";

PromotionNames.Add(Promote4);

PromoteInfo* Promote5 = new PromoteInfo;
Promote5->Armor = 25;
Promote5->Health = 25;
Promote5->Regeneration = 10.0f;
Promote5->Discount = .40f;
Promote5->Points = 7000;
Promote5->Level = 5;
Promote5->Name = "Corporal";

PromotionNames.Add(Promote5);

PromoteInfo* Promote6 = new PromoteInfo;
Promote6->Armor = 30;
Promote6->Health = 30;
Promote6->Regeneration = 15.0f;
Promote6->Discount = .50f;
Promote6->Points = 9000;
Promote6->Level = 6;
Promote6->Name = "Sergeant";

PromotionNames.Add(Promote6);
/*
PromoteInfo* Promote7 = new PromoteInfo;
Promote7->Armor = 0;
Promote7->Health = 0;
Promote7->Regeneration = 0;
Promote7->Discount = 0.0f;
Promote7->Points = 11000;
Promote7->Level = 7;
Promote7->Name = "Staff Sergeant";

PromotionNames.Add(Promote7);
```

```cpp
PromoteInfo* Promote8 = new PromoteInfo;
Promote8->Armor = 10;
Promote8->Health = 10;
Promote8->Regeneration = 0.0f;
Promote8->Discount = .10f;
Promote8->Points = 13000;
Promote8->Level = 8;
Promote8->Name = "Gunnery Sergeant";

PromotionNames.Add(Promote8);

PromoteInfo* Promote9 = new PromoteInfo;
Promote9->Armor = 15;
Promote9->Health = 15;
Promote9->Regeneration = 0.0f;
Promote9->Discount = .15f;
Promote9->Points = 15000;
Promote9->Level = 9;
Promote9->Name = "Master Sergeant";

PromotionNames.Add(Promote9);

PromoteInfo* Promote10 = new PromoteInfo;
Promote10->Armor = 15;
Promote10->Health = 15;
Promote10->Regeneration = 5.0f;
Promote10->Discount = .20f;
Promote10->Points = 17000;
Promote10->Level = 10;
Promote10->Name = "First Sergeant";

PromotionNames.Add(Promote10);

PromoteInfo* Promote11 = new PromoteInfo;
Promote11->Armor = 25;
Promote11->Health = 25;
Promote11->Regeneration = 10.0f;
Promote11->Discount = .40f;
Promote11->Points = 19000;
Promote11->Level = 11;
Promote11->Name = "Master Gunnery Sergeant";

PromotionNames.Add(Promote11);

PromoteInfo* Promote12 = new PromoteInfo;
Promote12->Armor = 30;
Promote12->Health = 30;
Promote12->Regeneration = 15.0f;
```

```cpp
Promote12->Discount = .50f;
Promote12->Points = 21000;
Promote12->Level = 12;
Promote12->Name = "Sergeant Major";

PromotionNames.Add(Promote12);

PromoteInfo* Promote13 = new PromoteInfo;
Promote13->Armor = 0;
Promote13->Health = 0;
Promote13->Regeneration = 0;
Promote13->Discount = 0.0f;
Promote13->Points = 23000;
Promote13->Level = 13;
Promote13->Name = "Sergeant Major of the Marine ";

PromotionNames.Add(Promote13);

PromoteInfo* Promote14 = new PromoteInfo;
Promote14->Armor = 10;
Promote14->Health = 10;
Promote14->Regeneration = 0.0f;
Promote14->Discount = .10f;
Promote14->Points = 25000;
Promote14->Level = 14;
Promote14->Name = "Warrant Officer";

PromotionNames.Add(Promote14);

PromoteInfo* Promote15 = new PromoteInfo;
Promote15->Armor = 15;
Promote15->Health = 15;
Promote15->Regeneration = 0.0f;
Promote15->Discount = .15f;
Promote15->Points = 27000;
Promote15->Level = 15;
Promote15->Name = "Chief Warrant Officer 2";

PromotionNames.Add(Promote15);

PromoteInfo* Promote16 = new PromoteInfo;
Promote16->Armor = 15;
Promote16->Health = 15;
Promote16->Regeneration = 5.0f;
Promote16->Discount = .20f;
Promote16->Points = 29000;
Promote16->Level = 16;
Promote16->Name = "Chief Warrant Officer 3";
```

```
PromotionNames.Add(Promote16);

PromoteInfo* Promote17 = new PromoteInfo;
Promote17->Armor = 25;
Promote17->Health = 25;
Promote17->Regeneration = 10.0f;
Promote17->Discount = .40f;
Promote17->Points = 31000;
Promote17->Level = 17;
Promote17->Name = "Chief Warrant Officer 4";

PromotionNames.Add(Promote17);

PromoteInfo* Promote18 = new PromoteInfo;
Promote18->Armor = 30;
Promote18->Health = 30;
Promote18->Regeneration = 15.0f;
Promote18->Discount = .50f;
Promote18->Points = 33000;
Promote18->Level = 18;
Promote18->Name = "Chief Warrant Officer 5";

PromotionNames.Add(Promote18);

PromoteInfo* Promote19 = new PromoteInfo;
Promote19->Armor = 0;
Promote19->Health = 0;
Promote19->Regeneration = 0;
Promote19->Discount = 0.0f;
Promote19->Points = 35000;
Promote19->Level = 19;
Promote19->Name = "Second Lieutenant";

PromotionNames.Add(Promote19);

PromoteInfo* Promote20 = new PromoteInfo;
Promote20->Armor = 10;
Promote20->Health = 10;
Promote20->Regeneration = 0.0f;
Promote20->Discount = .10f;
Promote20->Points = 37000;
Promote20->Level = 20;
Promote20->Name = "First Lieutenant";

PromotionNames.Add(Promote20);

PromoteInfo* Promote21 = new PromoteInfo;
```

```cpp
Promote21->Armor = 15;
Promote21->Health = 15;
Promote21->Regeneration = 0.0f;
Promote21->Discount = .15f;
Promote21->Points = 39000;
Promote21->Level = 21;
Promote21->Name = "Captain";

PromotionNames.Add(Promote21);

PromoteInfo* Promote22 = new PromoteInfo;
Promote22->Armor = 15;
Promote22->Health = 15;
Promote22->Regeneration = 5.0f;
Promote22->Discount = .20f;
Promote22->Points = 41000;
Promote22->Level = 22;
Promote22->Name = "Major";

PromotionNames.Add(Promote22);

PromoteInfo* Promote23 = new PromoteInfo;
Promote23->Armor = 25;
Promote23->Health = 25;
Promote23->Regeneration = 10.0f;
Promote23->Discount = .40f;
Promote23->Points = 43000;
Promote23->Level = 23;
Promote23->Name = "Lieutenant Colonel";

PromotionNames.Add(Promote23);

PromoteInfo* Promote24 = new PromoteInfo;
Promote24->Armor = 30;
Promote24->Health = 30;
Promote24->Regeneration = 15.0f;
Promote24->Discount = .50f;
Promote24->Points = 45000;
Promote24->Level = 24;
Promote24->Name = "Colonel";

PromotionNames.Add(Promote24);

PromoteInfo* Promote25 = new PromoteInfo;
Promote25->Armor = 25;
Promote25->Health = 25;
Promote25->Regeneration = 10.0f;
Promote25->Discount = .40f;
```

```
   Promote25->Points = 47000;
   Promote25->Level = 25;
   Promote25->Name = "Brigadier General";

   PromotionNames.Add(Promote25);

   PromoteInfo* Promote26 = new PromoteInfo;
   Promote26->Armor = 30;
   Promote26->Health = 30;
   Promote26->Regeneration = 15.0f;
   Promote26->Discount = .50f;
   Promote26->Points = 49000;
   Promote26->Level = 26;
   Promote26->Name = "Major General";

   PromotionNames.Add(Promote26);

   PromoteInfo* Promote27 = new PromoteInfo;
   Promote27->Armor = 0;
   Promote27->Health = 0;
   Promote27->Regeneration = 0;
   Promote27->Discount = 0.0f;
   Promote27->Points = 51000;
   Promote27->Level = 27;
   Promote27->Name = "Lieutenant General";

   PromotionNames.Add(Promote27);

   PromoteInfo* Promote28 = new PromoteInfo;
   Promote28->Armor = 10;
   Promote28->Health = 10;
   Promote28->Regeneration = 0.0f;
   Promote28->Discount = .10f;
   Promote28->Points = 53000;
   Promote28->Level = 28;
   Promote28->Name = "General";

   PromotionNames.Add(Promote28);
   */
// const PromoteInfo* test = Get_Promotion_Info(1); // DEBUG CRAP
// const PromoteInfo* test2 = Get_Promotion_Info(2); // DEBUG CRAP
}
```

Still working on it so I know somethings are the same in each level, but the Level = and Name =.

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by **iRANian** on Thu, 19 Jul 2012 16:47:40 GMT
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no idea

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by **ExEric3** on Sun, 19 Oct 2014 17:24:50 GMT
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Can you update this plugin for latest scripts 4.1?

Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by **ExEric3** on Sun, 02 Nov 2014 08:57:19 GMT
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Updated for Scripts 4.1 - VS 2012

Thanks to StealthEye for analysing crashdump and fix.

File Attachments
1) VeteranSystem SSGM 4.1 Plugin.zip, downloaded 291 times