Subject: [SSGM 4.0 Plugin] Leave Deaths Exploit Fix
Posted by iRANian on Fri, 20 Jul 2012 09:59:26 GMT
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This plugin fixes an exploit where if you leave the game after dying but before respawning your death count doesn't get incremented. The following simple code is used:

```
void LeaveDeathsExploitFix::OnPlayerLeave(int PlayerID)
{
 GameObject *obj = Get_GameObj(PlayerID);

 if ( Commands->Get_Health(obj) == 0.0f )
 {
  Find_Player(PlayerID)->Set_Deaths(Find_Player(PlayerID)->Get_Deaths()+1);
 }
}
```

To install place 'LeaveDeathsExploitFix.dll' inside the root FDS and add an entry for it under [Plugins] in SSGM.ini.

You can contact me on renegadeforums.com under the nick 'iRANian'.

File Attachments

1) Leave Deaths Exploit Fix SSGM 4.0 Plugin v1.zip, downloaded 463 times