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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));
```

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### File Attachments

- 1) [aow.cpp](#), downloaded 334 times
  - 2) [aow.h](#), downloaded 256 times
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