
Subject: Re: SSGM plug-in release; Base Defence
Posted by [zunnie](#) on Fri, 20 Jul 2007 23:01:49 GMT

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```
void MDB_SSGM_Base_Defense::Killed(GameObject *obj, GameObject *shooter) {
    if (Settings->GameMode == 1) {
        if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP")) {
            GameObject *DestroyedTurret =
Commands->Create_Object("Nod_Turret_Destroyed",Commands->Get_Position(obj));
            Commands->Set_Facing(DestroyedTurret,Commands->Get_Facing(obj));
        }
        if (Settings->LogBuildingKills) {
            GameObject *Preset = GetExplosionObj();
            if (!Preset) {
                Preset = shooter;
            }
            FDSMessage(StrFormat("%s destroyed thanks to %ls
(%s)",Translate_Preset(obj).c_str(),Get_Wide_Player_Name(shooter),Get_Preset_Info(Preset).c_
str()), "_BUILDING");
        }
    }
}
```

To get rid of the destroyed turret just comment out (or remove):

```
/*if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP")) {
    GameObject *DestroyedTurret =
Commands->Create_Object("Nod_Turret_Destroyed",Commands->Get_Position(obj));
    Commands->Set_Facing(DestroyedTurret,Commands->Get_Facing(obj));
}*/
```

That should do it afaiK O_o
