
Subject: Re: Veteran Plugin.

Posted by [reborn](#) on Thu, 03 Jan 2008 17:14:33 GMT

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RoShamBo wrote on Wed, 02 January 2008 12:37: IsLowClassVehicle
GetPoints

are missing

I forgot about those...

```
int GetPoints(const char* Preset) {
    int VetWorth = 0;
    if (strcmp(Preset,"CnC_GDI_Engineer_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_GDI_Engineer_2SF") == 0) VetWorth = 3;
    else if (strcmp(Preset,"CnC_GDI_Grenadier_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_GDI_Grenadier_2SF") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_Ignatio_Mobius")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_GDI_MiniGunner_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_GDI_MiniGunner_1Off") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_GDI_MiniGunner_2SF") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_GDI_MiniGunner_3Boss")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_GDI_RocketSoldier_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_GDI_RocketSoldier_1Off") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_GDI_RocketSoldier_2SF") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_Nod_Engineer_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_Nod_FlameThrower_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_Nod_FlameThrower_1Off") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_Nod_FlameThrower_2SF") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_Nod_FlameThrower_3Boss")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_Nod_Minigunner_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_Nod_Minigunner_1Off") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_Nod_Minigunner_2SF") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_Nod_Minigunner_3Boss")) VetWorth = 3;
    else if (strstr(Preset,"CnC_Nod_MiniGunner_3Boss")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_Nod_RocketSoldier_0") == 0) VetWorth = 1;
    else if (strcmp(Preset,"CnC_Nod_RocketSoldier_1Off") == 0) VetWorth = 2;
    else if (strcmp(Preset,"CnC_Nod_RocketSoldier_2SF") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_Nod_RocketSoldier_3Boss")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_Nod_Technician_0") == 0) VetWorth = 3;
    else if (strstr(Preset,"CnC_Sydney_PowerSuit")) VetWorth = 3;
    else if (strcmp(Preset,"CnC_Sydney") == 0) VetWorth = 2;
    else if (strstr(Preset,"CnC_GDI_APC")) VetWorth = 3;
    else if (strstr(Preset,"CnC_GDI_Humm-vee")) VetWorth = 2;
    else if (strstr(Preset,"CnC_GDI_MRLS")) VetWorth = 3;
    else if (strstr(Preset,"CnC_Civilian_Pickup01_Secret")) VetWorth = 2;
```

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else if (strstr(Preset,"CnC_Civilian_Sedan01_Secret")) VetWorth = 2;
else if (strstr(Preset,"CnC_Nod_APC")) VetWorth = 3;
else if (strstr(Preset,"CnC_Nod_Buggy")) VetWorth = 2;
else if (strstr(Preset,"CnC_Nod_Mobile Artillery")) VetWorth = 3;
else if (strstr(Preset,"Nod_Chameleon")) VetWorth = 2;
else if (strstr(Preset,"CnC_Nod_Recon_Bike")) VetWorth = 2;
else if (strstr(Preset,"CnC_Nod_Transport")) VetWorth = 2;
else if (strstr(Preset,"CnC_GDI_Transport")) VetWorth = 2;
else if (strstr(Preset,"CnC_GDI_Medium_Tank")) VetWorth = 4;
else if (strstr(Preset,"CnC_GDI_Mammoth_Tank")) VetWorth = 5;
else if (strstr(Preset,"CnC_Nod_Light_Tank")) VetWorth = 4;
else if (strstr(Preset,"CnC_Nod_Flame_Tank")) VetWorth = 4;
else if (strstr(Preset,"CnC_Nod_Stealth_Tank")) VetWorth = 5;
else if (strstr(Preset,"CnC_Nod_Apache")) VetWorth = 4;
else if (strstr(Preset,"CnC_GDI_Orca")) VetWorth = 4;
else if (strstr(Preset,"CnC_GDI_Harvester")) VetWorth = 2;
else if (strstr(Preset,"CnC_Nod_Harvester")) VetWorth = 2;
return VetWorth;
}

```

```

bool IsLowClassVehicle(const char *Preset) {
if (strstr(Preset,"CnC_GDI_APC")) return true;
else if (strstr(Preset,"CnC_GDI_Humm-vee")) return true;
else if (strstr(Preset,"CnC_GDI_MRLS")) return true;
else if (strstr(Preset,"CnC_Civilian_Pickup01_Secret")) return true;
else if (strstr(Preset,"CnC_Civilian_Sedan01_Secret")) return true;
else if (strstr(Preset,"CnC_Nod_APC")) return true;
else if (strstr(Preset,"CnC_Nod_Buggy")) return true;
else if (strstr(Preset,"CnC_Nod_Mobile Artillery")) return true;
else if (strstr(Preset,"Nod_Chameleon")) return true;
else if (strstr(Preset,"CnC_Nod_Recon_Bike")) return true;
else if (strstr(Preset,"CnC_Nod_Transport")) return true;
else if (strstr(Preset,"CnC_GDI_Transport")) return true;
return false;
}

```