Subject: Re: C++ help question
Posted by Xpert on Fri, 17 Apr 2009 18:58:19 GMT
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I'm not bothered by the health and armor. I'm trying to recreate the mod that we use on our server. There were too many modifications for me to keep it as a plugin because it required so much stuff from my main code. I edited the veteran system a lot and even had it work for CTF mode flag events.

This is what I'm trying to pull off. Maybe you can get the idea. I placed this in gmscripts.cpp

```cpp
void MDB_SSGM_Vehicle::Custom(GameObject *obj, int message, int param, GameObject *sender) {
 int Points;
 Points = VetCheckPoints(Get_Player_ID(sender));
 float health = Commands->Get_Max_Health(obj);
 float armor = Commands->Get_Shield_Strength(obj);


 if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
  if (Settings->EnableVehOwn && Get_Vehicle_Owner(obj) == sender && !Find_My_Veh(sender)) {
   Commands->Attach_Script(obj,"MDB_SSGM_Vehicle_Owner",StrFormat("%d,%d",Commands->Get_ID(sender),Get_Object_Type(sender)).c_str());
   Console_Input(StrFormat("ppage %d Your vehicle has been auto-bound to you. Use !unbind to relinquish ownership. Use !lock to prevent your teammates from stealing the vehicle.",Get_Player_ID(sender)).c_str());
   if (Points >= 120) {
    Set_Max_Health(obj, health*1.40f);
    Set_Max_Shield_Strength(obj, armor*1.40f);
    Attach_Script_Once(obj,"c_Regen","3,1,8");
   }
   else if (Points >= 90 && Points < 120) {
    Set_Max_Health(obj, health*1.30f);
    Set_Max_Shield_Strength(obj, armor*1.30f);
    Attach_Script_Once(obj,"c_Regen","4,1,6");
   }
   else if (Points >= 60 && Points < 90) {
    Set_Max_Health(obj, health*1.20f);
    Set_Max_Shield_Strength(obj, armor*1.20f);
    Attach_Script_Once(obj,"c_Regen","4,1,4");
   }
   else if (Points >= 30 && Points < 60) {
    Set_Max_Health(obj, health*1.10f);
    Set_Max_Shield_Strength(obj, armor*1.10f);
    Attach_Script_Once(obj,"c_Regen","4,1,2");
```

```
 }
  Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
  Commands->Set_Shield_Strength(obj, Commands->Get_Max_Shield_Strength(obj));
 }
 }
}
```

This is what I'm trying to do thus why I'm asking how to use a function from another cpp file. And I'm having no luck right now because I'm having crash issues or code errors.