
Subject: Re: Learn me good!

Posted by [Hex](#) on Wed, 18 Nov 2009 14:14:54 GMT

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If its just for the Nod rocket soldier just update the score on death?

```
if(strstr(Commands->Get_Preset_Name(o),"CnC_Nod_RocketSoldier_1Off"))
{
    for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
    {
        cPlayer *p = (cPlayer *)PlayerIter->NodeData;

        if (!p->IsActive)
        {
            continue;
        }
        if (p->PlayerId == Get_Player_ID(killer))
        {
            int NewScore = p->Score.Get() + xxx /*score you want to add or character*/;
            p->Score.Set(NewScore);
        }
    }
}
```

This would work for a single character or for any you wanted to do if you want to do it for all characters you could do something like

```
int GetKillPoints(const char *Preset)
{
    int Points = 0;

    if (stricmp(Preset,"CnC_Nod_RocketSoldier_1Off") == 0) Points = xxx;
    else if (stricmp(Preset,"CnC_GDI_Grenadier_2SF") == 0) Points = xxx;
    return Points;
}
```

and

```
GetKillPoints(Commands->Get_Preset_Name(o))
```

Hex
