

---

Subject: Re: Headshot message for Server.  
Posted by [crisis992](#) on Sun, 21 Nov 2010 22:52:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Okay Ive tested the kill strikes with more players and it seems that they are bugged.

If someone make a doulbe kill, and he get killed the message comes.  
Sometimes the message appear 4-8 times.

Thats what I´ve done:

gmscripts.cpp

```
//*****  
//***** PLAYER RELATED SCRIPTS *****  
//*****  
  
//This script is attached to all players.  
void MDB_SSGM_Player::Created(GameObject *obj) {  
    if (Settings->ForceTeam != -1) {  
        if (Commands->Get_Player_Type(obj) != Settings->ForceTeam) {  
            Change_Team(obj,Settings->ForceTeam);  
            return;  
        }  
    }  
  
    const char *Nick = Get_Player_Name(obj);  
    if (strstr(Nick,";")) { //Breaks gamelog. Crashes if done in the player join hook.  
        Console_Input(StrFormat("kick %d",Get_Player_ID(obj)).c_str());  
        delete[] Nick;  
        return;  
    }  
    delete[] Nick;  
  
    if (Settings->GameMode != 1) {  
        Commands->Set_Is_Visible(obj,false);  
    }  
  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt1,h_a_a0a0_l12");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt2,H_A_a0a0_L22");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt3,H_A_a0a0_L23");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt4,H_A_a0a0_L24");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt5,H_A_a0a0_L25");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt6,H_A_a0a0_L58");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt7,H_A_cresentkick");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt8,H_A_sidekick");  
    Commands->Attach_Script(obj,"MDB_SSGM_Taunt_Key","Taunt9,H_A_punchcombo");
```

```

Commands->Attach_Script(obj,"MDB_SSGM_WriteLog_Key","VoteYes,!vote yes,0");
Commands->Attach_Script(obj,"MDB_SSGM_WriteLog_Key","VoteNo,!vote no,0");
if (Settings->GameMode == 2) {
    Commands->Attach_Script(obj,"MDB_SSGM_ChatCommand_Key","VehBind,!captures,1");
    Commands->Attach_Script(obj,"MDB_SSGM_ChatCommand_Key","VehBL,!flaginfo,1");
}
[COLOR=red] if (Settings->GameMode == 3) {
    Commands->Attach_Script(obj,"z_player","");
}[/COLOR]
.
.
.

```

## gmscripts.h

```

/*****
/***** PLAYER RELATED SCRIPTS *****/
/*****

//This script is attached to all players.
class MDB_SSGM_Player : public ScriptImpClass {
void Created(GameObject *obj);
void Destroyed(GameObject *obj);
void z_Player(GameObject *obj);
void Killed(GameObject *obj, GameObject *shooter);
void Timer_Expired(GameObject *obj, int number);
void MDB_SSGM_Player::Custom(GameObject *obj, int message, int param, GameObject
*sender);
Vector3 SpawnPos;
int AfkDetect;
bool WasKilled;
};

```

## c\_kills.cpp

```

#include "scripts.h"
#include "engine.h"
#include "gmmain.h"
#include "cry_kills.h"
#include "gmgameolog.h"
#include "date.h"
#include <stdarg.h>
#ifdef WIN32
#define WIN32_LEAN_AND_MEAN
#include <windows.h>

```

```

#include <ddeml.h>
#endif
#include <fstream>
#include <iostream>
#include <sstream>
#include <time.h>
#include <algorithm>
#include <map>

void z_Player::Created(GameObject *obj)
{
    kills = 0;
}

void z_Player::Custom(GameObject *obj, int message, int param, GameObject *sender)
{
    if (kills == 2)
    {
        Commands->Create_2D_WAV_Sound("double_kill.wav");
        Console_Input(StrFormat("msg %s made a double kill (2)", Get_Player_Name(obj)).c_str());
    }

    else if (kills == 3)
    {
        Commands->Create_2D_WAV_Sound("triplekill.mp3");
        Commands->Create_2D_WAV_Sound("triplekill.wav");
        Console_Input(StrFormat("msg %s made a Tripple. (3)", Get_Player_Name(obj)).c_str());
    }
    else if (kills == 4)
    {
        Commands->Create_2D_WAV_Sound("multikill.wav");
        Console_Input(StrFormat("msg %s made a Multikill (4)", Get_Player_Name(obj)).c_str());
    }
    else if (kills == 6)
    {
        Commands->Create_2D_WAV_Sound("Monsterkill_F.wav");
        Console_Input(StrFormat("msg %s made a M-M-M-M-Monster Kill!!! (6)",
Get_Player_Name(obj)).c_str());
    }
    else if (kills == 8)
    {
        Commands->Create_2D_WAV_Sound("rampage.wav");
        Console_Input(StrFormat("msg Oh my GOD! %s is on a rampage (7)",
Get_Player_Name(obj)).c_str());
    }
}

```

```

}
else if (kills == 9)
{

char msg[250];
Commands->Create_2D_WAV_Sound("unstoppable.wav");
Console_Input(StrFormat("msg %s is unstoppable!!", Get_Player_Name(obj)).c_str());
}
else if (kills == 13)
{

char msg2[250];
Console_Input(StrFormat("msg [Info]: %s is on a killingspree (3)",
Get_Player_Name(obj)).c_str());
Commands->Create_2D_WAV_Sound("monsterkill.wav");
Send_Message(255,255,255,msg2);
}
else if (kills == 15)
{
Commands->Create_2D_WAV_Sound("godlike.mp3");
Console_Input(StrFormat("msg %s is godlike...", Get_Player_Name(obj)).c_str());
}
}

void z_Player::Register_Auto_Save_Variables()
{
Auto_Save_Variable(1,4,&kills);
}

ScriptRegistrant<z_Player> z_Player_Registrant("z_Player","");

```

cry\_kills.h

```

class z_Player : public ScriptImpClass {
void Created(GameObject *obj);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
void Register_Auto_Save_Variables();
int kills;
};

```

So i dont know why its not working correctly or whats the problem

Some IRC Logs:

[ 23:49:44] 15|><> 7 [Cry]BoT 15<><| 7[Message] Host: [INFO] Renegadeskins.Net Sniper server for HoH Clan  
[ 23:49:48] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a double kill (2)  
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a Tripple. (3)  
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 07[Kill] 04[THS]-Jure killed [THS]-Maxim with Sniper Rifle.  
[ 23:49:51] 15|><> 7 [Cry]BoT 15<><| 04[THS]-Jure killed [THS]-Maxim (Nod Blackhand Sniper/Sniper Rifle 04vs GDI Havoc 04)  
[ 23:50:06] 15|><> 7 [Cry]BoT 15<><| 7[Message] [THS]-Jure made a Tripple. (3)

-----

[ 23:48:04] 15|><> 7 [Cry]BoT 15<><| 04Finalchapter killed [THS]-Maxim (Nod Blackhand Sniper/Sniper Rifle 04vs GDI Deadeye 04)  
[ 23:48:11] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)  
[ 23:48:12] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)  
[ 23:48:13] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)  
[ 23:48:18] 15|><> 7 [Cry]BoT 15<><| 7[Message] Finalchapter made a double kill (2)