
Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0

Posted by [iRANian](#) on Tue, 20 Mar 2012 22:12:26 GMT

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I was interested in setting the team score so I attempted to track down the cTeam::Set_Score() function in the Windows FDS with success.

I'm not sure about the side-effects my function has but if you want you can try using the following Set_Team_Score() function to set the team score for a team:

```
RENEGADE_FUNCTION
char *Find_Team(int team)
AT2(0x0041DA10,0x0041DA10);

void Set_Team_Score(int team, float score)
{
char* cTeam = Find_Team(team);
_asm
{
mov ecx, cTeam
push score
mov ebx, 0x41C900
call ebx
}
}
```

You'll have to call the function for both teams whenever a player joins, it doesn't set the proper score with this method until the score changes after the guy joins for some reason. You need to add the following in a player join hook:

```
void Toys::OnPlayerJoin(int PlayerID,const char *PlayerName)
{
Set_Team_Score(1, Get_Team_Score(1));
Set_Team_Score(0, Get_Team_Score(0));
}
```
