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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0

Posted by [iRANian](#) on Tue, 20 Mar 2012 22:33:07 GMT

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Just for completeness here's also setting the team kills and deaths:

```
void Set_Team_Kills(int team, int kills)
```

```
{  
  char* cTeam = Find_Team(team);  
  _asm  
  {  
    mov ecx, cTeam  
    push kills  
    mov ebx, 0x41C8B4  
    call ebx  
  }  
}
```

```
void Set_Team_Deaths(int team, int Deaths)
```

```
{  
  char* cTeam = Find_Team(team);  
  _asm  
  {  
    mov ecx, cTeam  
    push Deaths  
    mov ebx, 0x41C8D6  
    call ebx  
  }  
}
```

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