
Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command

Posted by [iRANian](#) on Fri, 07 Nov 2014 10:58:16 GMT

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VehDestroyed is offset 0x50 of cPlayer.

The code used to access VehDestroyed is:

```
.text:11001647      push  eax
.text:11001648      call  ebx ; Find_Player(int) ; Find_Player(int)
.text:1100164A      push  esi
.text:1100164B      mov   ebp, eax
```

....

```
.text:110016A6      mov   eax, [ebp+50h]
```

So you can just use something like:

```
cPlayer *Player = Find_Player(blaba)
int VehsDestroyed;
```

```
_asm
{
    mov eax, Player
    mov eax, [eax+0x50]
    mov [VehsDestroyed], eax
}
```