
Subject: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Tue, 10 Jan 2012 16:48:37 GMT

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This simple plugin adds two console commands to the FDS to allow for destroying both teams' harvester.

killharvgdi ;Destroys the GDI harvester.

killharvnod ;Destroys the Nod harvester.

You can contact me by PM'ing me on renegadeforums.com under the name "iRANian" or on the usual IRC servers under the nick "Iran".

File Attachments

1) [SSGM 4.0 Kill Harvester Console Commands Plugin v2.zip](#),
downloaded 297 times

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Gen_Blacky](#) on Fri, 13 Jan 2012 14:58:31 GMT

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why lol i guess bots could use it for something.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Fri, 13 Jan 2012 15:09:09 GMT

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Pretty much, both Jelly and st0rm can use this.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Ethenal](#) on Mon, 16 Jan 2012 21:24:47 GMT

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This is actually quite useful; n00bstories has an internet interface on which you can blow up any of a team's vehicles, including the harvester. This has its uses in certain situations, such as when two days ago I was playing Under on Jelly Marathon and somebody got the GDI harv stuck on a rock in the tib field. As a result, even after several minutes of pushing it around with vehicles, it still came back to the rock and we had no credits coming in (we were holding Nod back inside their base at the time, so they weren't about to do anything to it). Quite an annoying bug, and this would be the perfect fix.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Mon, 16 Jan 2012 21:54:23 GMT

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Another annoying spot is the light post next to the Airstrip door, if you get a Harvester stuck there people can't get inside of the building.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Creed3020](#) on Sun, 04 Mar 2012 20:19:13 GMT

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Ethenal wrote on Mon, 16 January 2012 16:24 This is actually quite useful; n00bstories has an internet interface on which you can blow up any of a team's vehicles, including the harvester. This has its uses in certain situations, such as when two days ago I was playing Under on Jelly Marathon and somebody got the GDI harv stuck on a rock in the tib field. As a result, even after several minutes of pushing it around with vehicles, it still came back to the rock and we had no credits coming in (we were holding Nod back inside their base at the time, so they weren't about to do anything to it). Quite an annoying bug, and this would be the perfect fix.

The scenario you described is exactly why we have this ability to blow up the harvester.

Nice work iRANian, this is a useful set of commands for the whole community.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Sun, 04 Mar 2012 20:43:21 GMT

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The actual programming part of this simple plugin only took 2 minutes and involved copy pasting functions around that I've used for the Reset Match (Iready command used by cw.cc) plugin and another plugin that added console commands. Actually getting a new plugin started (you need to follow a lot of steps to create a new plugin coding project) and writing the readme took around 15 minutes.

It's quite amazing how easily some of these issues are to fix, I wrote a beacon deploy sound spamming plugin in 20 minutes of actual programming, and I'm intending to release it after it's been tested (it does some fancy stuff with timers to reset a counter), 45 minutes total to detect a really annoying exploit.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Mon, 02 Jul 2012 13:41:31 GMT

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Updated the plugin so it works with beta 5.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Catalyst](#) on Fri, 15 Aug 2014 06:37:45 GMT

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Bump D:

any chance of an update for the latest 4.0 ?

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Gen_Blacky](#) on Sat, 16 Aug 2014 03:10:15 GMT

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Someone make this man a plugin from these example commands please.

```
class CommandKILLVEHICLES :
public ConsoleFunctionClass
{
public:
const char* Get_Name()
{
return "killvehicles";
}
const char* Get_Help()
{
return "KILLVEHICLES - Destroys all vehicles.";
}
void Activate(const char* argumentsString)
{
int count = 0;

for (SLNode<VehicleGameObj> *x = GameObjManager::VehicleGameObjList.Head();x;x =
x->Next())
{
VehicleGameObj *veh = x->Data();
Vector3 pos = Commands->Get_Position(veh);
if ( Functions::IsTank_Obj(veh) )
{
Commands->Destroy_Object(veh);
Commands->Create_Explosion("Explosion_with_Debris_small",pos,veh);
count++;
}
}

if ( count >= 1 )
{
Console_Output("[BB] All Vehicle's Destroyed.\n");
}
}
```

```

};

class CommandKILLVEHICLE :
public ConsoleFunctionClass
{
public:
const char* Get_Name()
{
return "killvehicle";
}
const char* Get_Help()
{
return "KILLVEHICLE <clientId> - Destroy a player's vehicle.";
}
void Activate(const char* argumentsString)
{
CommandLineParser arguments(argumentsString);
const char* clientIdIdentifier = arguments.getString();

if (!clientIdIdentifier || clientIdIdentifier[0] == '\0')
Console_Output("Please enter a client identifier.");
else
{
const int clientId = getClientIdByIdentifier(clientIdIdentifier);
if (!isClientId(clientId))
{
Console_Output("Please enter a valid client identifier.");
}
else
{
int killtype = arguments.getInt();
GameObject *obj = Get_GameObj(clientId);
GameObject *Veh = Get_Vehicle(obj);
Vector3 pos = Commands->Get_Position(obj);

if (Veh)
{
if (Get_Vehicle_Driver(Veh) == obj)
{
if (killtype == 1)
{
Commands->Apply_Damage(Veh,99999.0f,"BlamoKiller",0);
}
else
{
Commands->Destroy_Object(Veh);
Commands->Create_Explosion("Explosion_with_Debris_small",pos,obj);
}
}
}
}
}
}

```

```

    Console_Output("[BB] Player's Vehicle Destroyed.\n");
}
}
}
}
}
};

class CommandKILL :
public ConsoleFunctionClass
{
public:
    const char* Get_Name()
    {
        return "Kill";
    }
    const char* Get_Help()
    {
        return "KILL <clientId> <killtype> - Kills the player's character (if they're driving a vehicle it will kill that too).";
    }
    void Activate(const char* argumentsString)
    {
        CommandLineParser arguments(argumentsString);
        const char* clientIdentifier = arguments.getString();

        if (!clientIdentifier || clientIdentifier[0] == '\0')
            Console_Output("Please enter a client identifier.");
        else
        {
            const int clientId = getClientIdByIdentifier(clientIdentifier);
            if (!isClientId(clientId))
            {
                Console_Output("Please enter a valid client identifier.");
            }
            else
            {
                int killtype = arguments.getInt();
                GameObject *obj = Get_GameObj(clientId);
                GameObject *Veh = Get_Vehicle(obj);
                Vector3 pos = Commands->Get_Position(obj);

                if (Veh)
                {
                    if (Get_Vehicle_Driver(Veh) == obj)
                    {
                        Commands->Destroy_Object(obj);
                        Commands->Destroy_Object(Veh);
                    }
                }
            }
        }
    }
};

```

```

    Commands->Create_Explosion("Explosion_with_Debris_small",pos,obj);
}
}

if (PData[clientId]->Spectating == true)
{
    Console_Output("[BB] Player %ls cannot be killed while in spectate mode. Use !spectate
command.\n",Get_Wide_Player_Name(Get_GameObj(clientId)));
    return;
}

if ( obj )
{
    if(!killtype)
    {
        Commands->Apply_Damage(obj,99999.0f,"BlamoKiller",obj);
        Console_Output("Player has killed theirself.");
        Commands->Create_2D_WAV_Sound("humiliation.wav");
    }
    else if(killtype == 1)
    {
        Commands->Destroy_Object(obj);
        Console_Output("[BB] Player has been killed silently.");
    }
    else if(killtype == 2)
    {
        Commands->Destroy_Object(obj);
        Set_Deaths(clientId, Get_Deaths(clientId) - 1);
        Console_Output("[BB] Player has been killed silently no death.");
    }
    else
    {
        Commands->Apply_Damage(obj,99999.0f,"BlamoKiller",0);
        Console_Output("Player has been killed.");
    }
}
}
}
}
};

```

```

class CommandKILLHARV :
public ConsoleFunctionClass
{
public:
    const char* Get_Name()
    {
        return "killharv";
    }
}

```

```

}
const char* Get_Help()
{
    return "KILLHARV <team> - Destroy a team harvester.";
}
void Activate(const char* argumentsString)
{
    StringClass OriginalString = argumentsString;
    CommandLineParser arguments(argumentsString);
    int team = arguments.getInt();
    if ( !team )
    {
        Console_Output("Please enter a valid team ID.\n");
    }
    else
    {
        Functions::Kill_Harvester(team);
    }
}
};

void Functions::Kill_Harvester(int Team)
{
    SLNode<SmartGameObj> *x = GameObjManager::SmartGameObjList.Head();
    while (x)
    {
        GameObject *o = x->Data();
        if (o)
        {
            if (o->As_VehicleGameObj())
            {
                int TeamType = Commands->Get_Player_Type(o);
                if (TeamType == Team)
                {
                    if (Is_Harvester(o) || Is_Harvester_Preset(o))
                    {
                        Commands->Destroy_Object(o);
                        //Commands->Apply_Damage(o,99999,"Death",0);
                    }
                }
            }
        }
        x = x->Next();
    }
}

```

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Xpert](#) on Sat, 16 Aug 2014 03:31:10 GMT
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You pasted the function but couldn't edit the plugin, wtf blacky LOL?

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Gen_Blacky](#) on Sat, 16 Aug 2014 03:41:07 GMT
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I have been making plugins in dragonade and dont have script build setup for 4.0 or 4.1 at the moment.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Xpert](#) on Sat, 16 Aug 2014 05:36:46 GMT
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Ahh ok. I'd do it, but it won't be done till Monday. Don't have my tools on this computer.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Xpert](#) on Tue, 19 Aug 2014 23:07:22 GMT
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K updated plugin.

It's just 1 console command "KILLHARV <TEAM ID>"

I didn't test it but I'm pretty sure it works. Source and DLL included.

File Attachments

1) [KillHarvesterConsoleCommand.rar](#), downloaded 202 times

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Catalyst](#) on Wed, 20 Aug 2014 15:15:55 GMT
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Cheers Works.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Catalyst](#) on Sat, 23 Aug 2014 14:02:21 GMT

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Hey Xpert,

only problem:

>killharv 0

>Please enter a valid team ID.

>killharv 1

>GDI's Harvester has been destroyed.

>killharv 2

>Please enter a valid team ID. 1 for GDI and 0 for Nod.

doesn't seem to recognize 0 as a team?

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Xpert](#) on Sat, 23 Aug 2014 20:56:11 GMT

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Haha, I put 2 if statements that do the same thing.

I fixed it and edited the file. Re-download it.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Catalyst](#) on Sun, 24 Aug 2014 11:29:25 GMT

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Great Works!

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [Gen_Blacky](#) on Mon, 25 Aug 2014 15:56:40 GMT

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Oh good. Thanks xpert.

Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [roszek](#) on Thu, 28 Aug 2014 10:31:01 GMT

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Gen_Blacky wrote on Mon, 25 August 2014 08:56 Oh good. Thanks xpert.
