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Subject: Probable error

Posted by [Agent](#) on Wed, 19 Dec 2012 22:20:28 GMT

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In SSGMGameManager::PowerupPurchaseHook, SSGMGameManager::VehiclePurchaseHook, and SSGMGameManager::CharacterPurchaseHook methods of gmgame.cpp, there appears to be a slight logic error. Each of them contain something along the lines of:

```
int ret =
RegisteredEvents[EVENT_CHARACTER_PURCHASE_HOOK][i]->OnCharacterPurchase(base,p
urchaser,cost,preset,data);
if (ret != -1)
{
return ret;
}
if (ret == -2)
{
fp = true;
}
```

The second if statement will never be reached in the even which it is true, as when ret == -2, it will have already return.

I'm assuming the intended behavior would have:

```
int ret =
RegisteredEvents[EVENT_CHARACTER_PURCHASE_HOOK][i]->OnCharacterPurchase(base,p
urchaser,cost,preset,data);
if (ret == -2)
{
fp = true;
}
else if (ret != -1)
{
return ret;
}
```

Edits:

Also, will there be a method implemented into the Plugin class to allow for plugins to detect player/vehicle/building/object deaths? I'm trying to avoid modifying scripts.dll directly for my IRC bot.

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Subject: Re: Probable error

Posted by [StealthEye](#) on Thu, 20 Dec 2012 07:54:50 GMT

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You seem to be right. I will apply your fix when I am home.

You can define a script in your plugin, override the Killed or Destroyed method, and attach it in the object creation hook. You do not need to change scripts.dll for this to work afaik.

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Subject: Re: Probable error

Posted by [Ethenal](#) on Thu, 20 Dec 2012 16:29:05 GMT

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StealthEye wrote on Thu, 20 December 2012 01:54

You can define a script in your plugin, override the Killed or Destroyed method, and attach it in the object creation hook. You do not need to change scripts.dll for this to work afaik.

^ Check out the example plugin included with SSGM, it does pretty much this, although it doesn't define the ::Killed or ::Destroyed event if I recall, but you can probably do this yourself if you know what you're doing.

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Subject: Re: Probable error

Posted by [Agent](#) on Thu, 20 Dec 2012 16:40:14 GMT

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Ah, I'll just use that then.

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