
Subject: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 06:56:02 GMT
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Server Side Game Manager, SSAOW's new name. I felt that a new name was needed since it isn't, and hasn't been for a while, just an AOW mod.

This is a major feature version including many new things, such as CTF mode and a plugin system.

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Quote:

Version 2.0:

- New: Renamed to SSGM(Server Side Game Manager).
- New: Ported to scripts 3.4.1.
- New: Major code overhaul, reorganization, and optimization.
- New: Added support for modifications, both standalone and PKG. Some features, such as crates and drop weapons, will automatically be disabled when the server is running a mod.
- New: Added new setting "EnableInfiniteAmmo" which gives all infantry weapons, except C4 and beacons, infinite ammo.
- New: Extra information has been added to vehicle kill messages, including the driver/owner of the vehicle and the last amount of damage done to the vehicle before it was killed.
- New: Vehicle and beacon purchases will now be logged. See the "LogVehiclePurchases" and "LogPowerupPurchases" settings.
- New: Extra ingame kill messages have been added for when a player kills themselves or is killed by a base defense, harvester, or tiberium. See the "EnableExtraKillMessages" setting.
- New: Added logging for C4 detonations and disarms under the "_C4" log header. Controlled by the "LogC4" setting.
- New: Added setting "LogBeacons" to control beacon logging. Previously it was always enabled.
- New: Vehicle purchase auto-binding has been added. When a player buys a vehicle and is the first person to enter it, it will be automatically bound to them.
- New: Vehicle wreckage revive auto-binding has been added. When a vehicle wreck is revived it will be automatically bound to either the person who repaired it the most or to its previous owner if revived within 30 seconds of the vehicle dying.
- New: A new plugin system has been added which lets users load a list of .dll/.so files into the FDS. See the "Plugin" section of ssgm.ini for more information.
- New: Capture The Flag mode has been added. See the "GameMode" setting.
- New: The version of SSGM, scripts.dll, and bhs.dll will now be outputted to the ssgm_version.ini file on startup.
- New: A section has been added to ssgm.ini to list the acceptable sniping characters for the sniping modes.
- New: The translated preset name and translated current weapon for both objects has been added to the end of the gamelog killed events.
- New: Player and vehicle kill messages will now include if C4 or a beacon was used to kill the player/vehicle. The kill messages will read "(Timed C4, Remote C4, Proximity C4, or Beacon)" instead of the usual "(Preset/Currently held weapon)".

- BugFix: AI bots will no longer crash the server.
- BugFix: Harvesters will now properly spawn in the infantry only game mode.
- BugFix: Fixed a bug where crates would use the wrong model when "AllowVehCrates" was set to 1.
- BugFix: Fixed a bug that caused vehicle wreckages to sometimes have no health bar.
- Change: Many settings have been renamed, removed, or merged with other settings:
 - All settings dealing with logging are now properly prefixed with "Log".
 - "LogVehicleCreate" has been superseded by "LogVehiclePurchases" and was removed.
 This means that the "_VEHICLE" log header is no longer used.
 - "LogHarvesterDeath" has been merged with "LogVehicleKills".
- Change: Disabled characters and vehicles will now be completely unpurchasable.
- Change: Non sniper characters will now be replaced with sniper characters in the PT menu when running in the sniping modes.
- Change: Locked vehicles will no longer take on the team of their owner. Friendly players will still be unable to damage them, however.

Version 2.0 CTF Changes from SSCTF 1.3:

- New: Added command "!captures" which shows the capture limit and the amount of times each team has captured the flag.

The same keyboard shortcut(VehBind/Home) that triggers "!bind" in AOW mode will instead trigger "!captures" in CTF mode.
- New: Added command "!flaginfo" which shows the location of each team's flag.

The same keyboard shortcut(VehBL/Insert) that triggers "!bl" in AOW mode will instead trigger "!flaginfo" in CTF mode.
- New: Setting "ShowFriendlyFlagRadar" has been added which toggles whether friendly flags will appear on the radar.
- New: Setting "ShowEnemyFlagRadar" has been added which toggles whether enemy flags will appear on the radar.

Players will need bhs.dll to see this.
- New: A new class system has been added. The class systems allows you to have multiple sets of pedestal positions per map with one being randomly chosen each game.
- New: Reverse CTF mode has been added. In Reverse CTF the flags are reversed, meaning that the GDI flag is in the Nod base and the Nod flag is in the GDI base. The objective is to take the enemy flag from your base and run it to your pedestal in the enemy base.

Reverse CTF uses the class system and is therefore random, meaning that even when it is enabled not all games will be reversed.

Reverse CTF can be toggled on or off through the "EnableReverseCTF" setting.
- Change: Players will no longer receive money or points for stealing, picking up, or returning the flag, or killing the flag carrier.
- Change: Various settings have been renamed or moved.

I suggest any server running any version of SSAOW or SSCTF upgrade to this release.

Note: This was referred to as SSAOW 1.6 before the project was renamed.