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Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [reborn](#) on Fri, 22 Jun 2007 07:46:25 GMT

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joe937465 wrote on Thu, 21 June 2007 21:03so this new ss thing its like the new ssaow then is this like a major update? like omg i got to get this now! or is it ok to not have to run it because for server what severs better should be there but if its not that big of a change then ya...

It's like "omg i got to get this now!". It really is the way foward with regards to sharing mods and code.

Say your ssaow1.5 mod, if i wanted that in my ssaow 1.5 mod then I would have to port the code over to my version to make it work.

However if you put you mod in a plugin then I could simply declare that plugin in the ssgm.ini file and have it working in a matter of seconds.

It will encourage people to share and make it easier to have teams of modders all working on the same mod, but as separate plugins rather than all working from the same source code.

Hopefully there will be a page in a few months time filled with plugin downloads for ssgm, this is when you will wish your server is running it as you can try out cool new mods and console commands etc etc very easily as it is so portable.

I for one will deffinatly be making a point of releasing as many plugins as I can. I dare say someone will be really clever and take that old source code of xphaze and vamp it up, then make a bot regulator plugin for it too. That would be nice...

I can deffinatly see someone making a regulator plugin anyway.. That alone will be worth using ssgm.

The only bad point I can think of for it is that it doesn't load the aow mod itself as a plugin, you have no choice but to run the aow mod part of it. However this doesn't bother me personnaly as I love the aow mod part anyway, and if you don't then you can disable most of it via the ini file anyway.

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