
Subject: 2 SSGM Plugins released

Posted by [Hex](#) on Mon, 13 Aug 2007 20:05:56 GMT

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1. Beacons

SSGM 2.0.2 Beacons plugin

This plugin has 2 parts to it, the first allows you to block/allow beacon purchases
The second is the part of the SSGM beacon code that displays laid/disarmed/detonated

1. Beacon purchase control

Console commands

beacon_allow <ID> allows a player to purchase beacons

beacon_disallow <ID> blocks a player from purchasing beacons

2. SSGM code changes

Stops players from laying 'fake' beacons in their own base

Shows the player name had their beacon disarmed and players beacon that has detonated

([BEACON] player1 attempted to deploy a fake Nuclear Strike Beacon., [BEACON] player1 disarmed player2's Nuclear Strike Beacon, [BEACON] player1's Nuclear Strike Beacon has detonated)

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<http://www.n00bless.com>

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2. Defences

SSGM 2.0.2 Extra defences (rebuyable)

Allows you to have extra defences on any map at any location with the ability to rebuy defences by picking up a powerup disk that donates credits to the rebuild fund, including default map ones

You can also set the chances of having defences enabled by setting the percentage in plugin.ini (BaseDefence=xx)

Build costs

Turrets - 1400

Towers - 2000

Nod Gun Emplacements - 600
GDI Gun Emplacements - 600

Adding new base defences is quick and simple

console command

savecords <turret/tower/nodemp/gdiemp>

All build costs double when your team has lost its powerplant

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