Posted by reborn on Thu, 19 Jun 2008 13:05:40 GMT
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This plug-in allows you to have have two separate limits for remote c4 and proximity mines. Currently remote c4 adds to the limit of your proxy mines, this plug-in separates the counters so they no longer do that, there limits are independent of each-other.

The person that done most of the work for this plug-in and deserves your thanks is dead6re. Whilst I have released it and made a few small changes to it to make it more compliant with SSGM and added a few trivial changes here and there to make it nicer for server owners, he is the one that dug out the internals and made this happen, without him it would not be here.

The console command to change the limit of both the remotes and proximity mine limit is: setminelimit

The plug-in over-rides SSGM's !c4 command to display the information correctly.
It also adds these two new command for players.
!prox and !remotes, which pages the player active information about there teams respective c4.

These screen shots have been taken in a cnc_reborn server, however the plug-in works just as well in a renegade server or an APB server (not that they have remote c4).

Here is the link to download the plug-in (contains a readme):
http://www.game-maps.net/index.php?action=file&id=1221
The readme was written by Dead6re, it is no reflection of my personal thoughts about anyone or entity. But it was part of the condition for being able to release the files.

Where's the source code?
You guys know me. I always release the source code. This unfortunately isn't a general case. Whilst you can be sure this plug-in doesn't contain any deliberate malicious code (it has been reviewed and confirmed by WhiteDragon after I looked too, just to be super safe). It does contain hooking code, which is not a good idea to show other people. It also contains code that shows possible exploits and vulnerabilities for people looking to create memory hacks. For these reasons alone I do not have any current intention of releasing the source code.
I know that may sound sucky to some people, but it really has only been done to protect renegade and other w3d based games from cheaters. We certainly do not want any more of them, or making there life any easier. I never mind releasing source code, and this decision has bugged me, but I hope you guys can trust the legitimate reasons why in this case it isn't being released.