
Subject: [Plug-in] SSGM2.02 veteran system BETA
Posted by [reborn](#) on Sun, 08 Mar 2009 13:46:30 GMT
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Quote:

This is a plug-in designed to work with SSGM2.02 for cnc_renegade.
It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

The idea and concept of this plug-in was founded on the fantastic renegade servers that Black-cell run for many years.

It could be argued that it is plagerism, however, I hope people see it as I intend for it to be seen; a testament to them.

You should check out there website at www.black-cell.net They really are the founders and un-sung heroes of what we have today.

It is the first release version and probably has some bugs in it, the purpose of the release is to gain feedback, improve on it, and release a full version.

I say a full version, because although this version contains most of the ground work, the reward system is merely a placeholder, and I would like to make the whole thing more configurable for server owners.

I have not checked, but I would guess that this plug-in is not compatible with SSGM if you have the block refill setting turned on.

Source code has been included in this release. However, I have included it for two reasons:

- 1) To stay legal and compliant with the License set forth by Jonathan Wilson
- 2) To get feedback and help from other coders.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners who would like a veteran system.

Please bare this in mind if you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code. Don't be selfish, release the source code.

I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.

You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

```
[Plugins]
01=veteran
```

Players can check there vet status using:

!vet
!v
!vetinfo
!Vet
!VET
!V
!VetInfo
!VETINF

Download

The system rewards not only for player, vehicle and building kills, but also rewards for disarming timed c4, remote c4 and proxy c4, aswell as disarming beacons and repairing your base, team mates and team mates vehicles.