Subject: [Plug-in] SSGM2.02 drop weapons BETA
Posted by reborn on Mon, 09 Mar 2009 00:23:32 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.
Most of the code in this plug-in has come from them, infact I just cobbled it together, and made a few changes so it would work as a plug-in.
The main source code is there's. However, from notes with SSGM it is clear to see that WhiteDragon had intended to replace the current weapon drop
system with this version, or one similar.

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.

This plug-in would probably be better used witht he SSGM version of drop weapons turned off in SSGM.ini, however, they probably could both work
together, it'd just be weird though.

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
different drop weapon system to what they are used to. I understand this won't be for everyone, but it's nice to have a choice.
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=dropweapons

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This plug-in basically means that when you die, you drop a back-pack containing all the weapons you had on you. The back-pack appears after you've died, and lasts for seven seconds. Stealth Black Hand characters cannot pick-up weapons from it, and you cannot pick-up your own back-pack.

Link to small youtube movie