Subject: Re: I've been working on a commander system plug-in... Posted by reborn on Sat, 25 Apr 2009 12:51:27 GMT

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I have a test version ready now, contact me on msn those interested in running a server for it. I really hope those people do actually have there community behind them or at least a small group of people to try and break it. I need actual real feed-back on bugs rather then just people wanting it first.

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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).

This is release version and probably has some bugs in it, with feedback I will fix bugs found.

This plug-in is based on the system first created by black-cell. However, it has been developed to be configurable for server owners so that they might

set it up in a unique way for there own server. The plug-in allows the following to happen:

There is allot of infomation following, but you should also check out the commander.ini for details on each setting.

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!PollCommander;!pollcommander;!POLLCOMMANDER;!Pollcommander;!VoteC

Then the player name. For example:

!pollcommander reb00b

The name does not have to be the whole name either, there are allot of players with stupid ass weird names like: "o0angelx-x1\!\1||!", to type there name would be a pain in the butt.

In this instance you could type:

!pollcommander angel

And it would still work, as long as "angel" was not a substring of someone else's name.

This will then start a vote going, team mates can then either !vote yes or !vote no. The amount more yes votes then no votes needed is configurable in the commander.ini file.

Thore yes votes then no votes needed is configurable in the commander.in the
voting for a commander. useage !vote;!VOTE;!Vote;!poll;!Poll!POLL Then your answer, yes or no. For example: !poll yes, or !vote NO would be acceptable, but only when a vote is occuring

Check who your team commander is. Useage:

!commander;!Commander;!COMMANDER;!TC;!tc;!Tc;!TeamCommander;!TEAMCOMMANDER;!t eam commander If there is a commander for that dudes team, then it will tell them the commander name, if not, it will page temm with instructions on how to start a vote. check the team fund. Usage: !teamfund:!TeamFund:!TEAMFUND:!TF:!tf:!Tf:!tF This pages the player what the current teamfund value is. The team fund is controlled by the team commander. It can be used to distribute money to other people or used to call in supply drops. If you run the base defense plug-in, it could be used for that too... The server owner can also configure a trickle to the team fund to. at defualt it is set to increase on it's own by ten credits every ten seconds. But this is subject tot he server owners change. donate to the teamfund. Usage: !TFdonate;!tfdonate;!TFDONATE;!TeamFundDonate;!teamfunddonate;!TEAMFUNDDONATE;!T FD:!tfd Then the amount to donate, for example: !teamfunddonate 500 If I have 500 credits, then I would donate 500 credits to the team fund. healing_aura The team commander gets a healing aura (can be toggled off by the server owner in commander.ini), this aura heals near-by team mates and there vehicles. The strength of the aura, and the area of it's effect is controlled byt he server owner in commander.ini donating the team fund to a player, useage: ONLY FOR COMMANDER

!tfdonateplayer;!TFDONATEPLAYER;!TFdonateplayer;!TFDonatePlayer

Then the player name and the amount, for example:

!tfdonate reb00b 500

If there was 500 credits in the team fund, and player reb00b was on the commanders team, then he would be given 500 credits from the team fund. This

command can only be used by the team commander, the name of the player works the same as the votecommander command, i.e you only have to type part of there name

ordering a supply drop, usegae: ONLY FOR COMMANDER !Supply;!SUPPLY;!supply
The team commander can order a supply drop, a chin00k drops off a box at there position. At default it costs 500 credits, but this is controlled in commander.ini for server owners to change. The supply box will grant a refill to whatever player picks it up, and will refill the health and armor of any tank that picks it up.
The supply can be called in an infinite amount of times, but the server owner controlls how often you're allowed to call in it in the commander.ini file. Once every x seconds
blocking the harvester, usegae: ONLY FOR THE COMMANDER
!BLOCKHARV;!BlockHarv;!blockharv;!BlockHarvester;!BLOCKHARVESTER;!blockharvest;!bh:!BH:!Bh
The commander can block the harvester with this command. He might do this when the enemy holds the field for example.
un-blocking the harvester, useage: ONLY FOR COMMANDER
!UNBLOCKHARV;!unblockharv;!UnBlockHarv;!UnblockHarv;!UNBLOCKHARVESTER;!unblockharvester;!UnBlockHarvester;!UnblockHarvester;!UBK;!ubh The commander can un-block the harvester at any time with this command. If his team re takes the field for example, he would obviously want it to return to normal duties.
finding out the commander abilities, useage ONLY FOR COMMANDER !abilities;!ABILITIES;!Abilities
When the commander is voted in, he is paged telling him he has extra abilities and typing !abilities will tell him about it.
If he does type !abilities he will be paged with such info, because there are allot pf people who will forget the syntax or even what they're capable of.
Advanced c4 message, useage: ONLY FOR COMMANDER
!c4;!C4 This is the same as the normal !c4 command, however when the commander types this, he is
This is the same as the hermanis is sominaria, newsors when the communicative types tills, he is

paged additional infomation about the c4. Specifically what building they are placed clostest to, and how many of them.
Ordering your team, useage: ONLY FOR COMMANDER !order;!Order;!ORDER Then your message For example !order Defend the hand of Nod guys This would then page every player on your team "The team Commander orders you to: Defend the hand of Nod guys". This is an important command for motivating your team You could for example do !order Buy flamers for flame rush, is excallent for setting up plans and controlling the team for better team work.
Checking the status of the harvester, useage: ONLY FOR COMMANDER !hstatus;!HStatus;!HSTATUS This will page you the health percent of the harvester.
As well as these commands, you will also be paged warnings about the health of your buildings and harvester should they fall below 50%. This might be a good time to use the !order command to get team mates to repair If on the next map the commander from the previous map is still on the same team he will carry his command over. If however he is teamed to the other side he will lose it. This is to encourage the use of the commander as much as possible. At present, a player can start a poll for himself to be the commander, this isn't really in the spirit of the spiri

At present, a player can start a poll for himself to be the commander, this isn't really in the spirit of team work, however it may make more use of the

commander as players tend to be inherently selfish, hence the need for such a system. I may in the next version not allow them to start a vote on

themselves, or perhaps let the server owner choose.

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.

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.

I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code and add your own code, then release it.

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=commander

You'll also need to add commander.ini supplied to your SERVERs directory. This is where you can configure all the settings for the commander system.

You'll also need to place NOD_Supply.txt and GDI_Supply.txt in your servers DATA folder too. Please note the emphasis of where

to place the .dll and .ini file, that actual server directory, as where the two text files for the cinematics have to go in the DATA folder.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that

most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server

back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

commander.ini

Quote:

[General]

This setting is the number of votes they have to win by for the vote to win, and the commander be set. The votes have to come from team members.

;It is currently set to three by defualt. This means that if a vote for a team commander is started, then there needs to be three more "!vote yes" then there are "!vote no" votes. Majority=3;

;This setting defines how long the vote for the team commander lasts for. By default it is set to 180 seconds (three minutes).

votelastforinseconds=180.0;

;This setting is the toggel for whether or not the team commander gets a healing aura or not. The healing aura heals close by friendly players infantry. Set this to 0 or 1. CommanderGetsAura=1;

;This setting is the interval at which the aura heals people. It is currently set to 1.0 seconds, but could probably be set a little higher.

IntervalForAura=1.0;

;This setting is the radius at which the aura heals people. 15.0 is probably a good setting to leave it at, possibly a little less maybe.

AreaOfEffect=15.0:

;This is the amount at which friendly near-by players characters are healed by each time the aura has effect. It will heal health first, then armour.

HealthIncreaseValue=2.0;

;This is the starting value for the team fund, it's default is 0, but you could experiment and set it high, with no team fund trickle... StartingTeamFund = 0;

;This is the interval at which the team fund trickle for each time is increased. TeamFundIncreaseInterval=10.0:

;This is the amount the team fund for each team increases by each interval. TeamFundIncreaseAmount=10:

This setting configures how much the supply crate drop off costs the team commander: SupplyDropCost=500;

This setting is the amount of seconds a commander has to wait before he can use the supply command again to call ina supply drop. DropTimer=180:

This setting toggles on or off, you should leave this on really, it briefly explains to the server about the team commander mode every 3 minutes.

;Perhaps in time it may be fine to turn it off, but it will be new for people for a long time... EnableExplanationMessages = 1;