
Subject: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Mon, 27 Apr 2009 22:38:46 GMT
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readme:

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 a first 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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Vote in a commander for your team. useage:

!PollCommander;!pollcommander;!POLLCOMMANDER;!Pollcommander;!VoteCommander;!Vote commander;!VOTECOMMANDER;!votecommander;!PC;!pc;!Pc;!VC;!vc;!Vc

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.

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voting for a commander. useage

!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. Usage:

!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.

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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 default it is set to increase on it's own by ten credits every ten seconds. But this is subject tot he server owners change.

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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.
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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
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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
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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 controls 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.

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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.

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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.

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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 paged additional infomation about the c4.

Specifically what building they are placed clostest to, and how many of them.

.....
Ordering your team, useage:

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]
```

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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.

Download
