
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Wed, 29 Apr 2009 15:14:54 GMT
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Prulez wrote on Wed, 29 April 2009 10:50Hey reborn, looking good, few things though:

- Could you please stop the advertising when there are no players in the server?
- !hstatus didn't work for me
- The server didn't page me when my AGT was at half life.

This might be because I'm running a co-op server, I'm not sure though..

On a totally unrelated note: The vetera! plugin isn't detecting bot kills aswell

Anyways: Thanks for this great release, love your work

You can disable the advertising of the mode (incidentally to anyone else reading this, it doesn't advertise MP-Gaming.COM, it just tells players about the commander system and the commands etc etc) by turning it off in the .ini file.

However, you're probably right... Even if it is turned on, it probably shouldn't send those messages without anyone in the server. I will release a new version that does what you want it to do.

I will check hstatus, I may of been too reliant on the people testing in hindsight.

Was it only the AGT this happened to, no other building, just the AGT was broken?

The veteran plug-in wasn't designed to work with bot kills. I'm pretty sure it would be possible though with minimal effort if you need it to.

I was hoping people would pick up these plug-in's and develop on them themselves and re-release them with new cooler add-on's. The veteran plug-in specifically was released with this in mind and only had place holder reward systems.

As no-one has picked it up, I will return to it soon, re-visit it and make a 1.1 version that is better, I will make sure I include your suggestion but allow server owners to toggle that option.
