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Subject: Re: [Plug-in] SSGM2.02 veteran system BETA

Posted by [reborn](#) on Fri, 01 May 2009 18:53:55 GMT

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Out of all the plug-in's I released, this for me was the one I was hoping someone might pick up and create something even better. The reward system was always just a placeholder, and it never effected vehicles either, plus it isn't as configurable as I would of liked it.

For these reasons I am preparing a version 2.0 of it. For the other plug-in's any changes I have just called it 1.1 or something, but I intend to over-hual the entire thing and release as a second version. I thought I would mention this as it is sometimes difficult to incorporate peoples requests after the job has been done, so if anyone has any ideas, please say so.

The planned changes are:

Allow server owners to add or remove presets from the .ini file and assign them a veteran worth value.

Allow server owners to set how much repairing someone must do before they are rewarded a bonus repair point.

Allow the server owner to configure the amount of veteran points needed for each band of veterancy.

Veteran points distributed in the same way the points distribution plug-in works, i.e if they helped to half kill a building, then they recieve half the veteran points.

Allow the server owner to configure how many veteran points each building is worth.

Allow the server owner to configure how much (if any) of an armor and health increase percent the players get at each level of veterancy independantly.

Allow the server owner to configure how much of a discount a player receives (cash back) from character purchases, if any.

Attach medals to players that are veterans.

Allow server owners to change the percent of armor and health increase (if any) a vehicle being occupied by a veteran player is granted.

Allow the server owner to grant any additional weapon of there choosing to players that are veteran for each level of veterancy.

Allow the server owner to toggle on or off a setting that enables veteran players at a certain level to create a signal flare and attach a script to it which plays a cinematic file of the server owners choosing. This will allow the server owner to write there own cinematic files which will be triggered when the veteran player uses the chathook, in essence meaning the server owner has the ability to allow veteran players to call in airstrikes, ionstorms, supply drop-off's attach scripts to other objects and allot more too!

If this setting is turned on, then the server owner will also be able to choose how long between use the player has to wait before they can use it again.

I've been pumping out these plug-in's at quite a quick rate, but I've had time on my hands to do so, and allot of the code was recycled anyway from APB and Reborn. These changes and additions may take some time.

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