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Subject: Re: Points fix for friendly fire

Posted by [reborn](#) on Tue, 14 Jul 2009 14:09:51 GMT

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I'll write you a plug-in for SSGM that does the following:

Teams all players to GDI.

Enables friendly-fire.

Reverses the points for kills.

Disables purchases from the PT's for all players.

Makes all buildings indestructable, but disables base defences and refinaries.

Make a setting that's controlled via an ini file to state whether the map should end once a player achieves a certain amount of kills, and what that number of kills should be. If disabled it will go by map time.

I will do this for you, if you edit the maps in level edit to delete all but one of the Nod Spawners, and scatter the existing GDI spawners over the maps for all the westwood maps.

If you do that, and you are prepared to send me the maps so a release can be made, then I will write the plug-in.

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