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Subject: Re: Is it possible to create a "I'm reloading!" alert?

Posted by [TNaismith](#) on Wed, 14 Jul 2010 18:33:00 GMT

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Ah yes, bad wording on my part. There is a difference between using scripts in Level Edit to achieve a result, and using plug-in scripts for SSGM to achieve the same results. That is what I was trying to distinguish.

(And reborn has already clarified what the differences would be between the two, as outlined below)

"Reborn" As a plug-in, you benefit from it being able to attach to all player's characters with little effort (or infact no effort needed from the server owner).

It would also be possible to add settings in the form of an ini file to allow the server owner to change which sound was played, what was said etc etc...

As a script that you could fiddle around with in level edit, it would offer the same settings as the plug-in was capable of, but it would mean you had to manually attach it to all characters.

Plus, if you already had a modified scripts.dll that you was using containing other modified and updated code, you would need to make sure you was working with that source code, and then update the server with that same One too.

In my opinion the plug-in would be a better option, it's more maintainable, easier to implement as a server owner, and would require virtually no setting up.

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