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Subject: [Scripts] Modified SSGM (2.0.2X)  
Posted by [Xpert](#) on Thu, 30 Sep 2010 05:25:13 GMT  
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Quote:

Version 2.0.2X:

- Added: New game mode, Deathmatch
- Added: Console commands  
    changecharacter, freeze, flymode, givepoints, killplayer, refund, setcredits, setpoints, teleport, unfreeze
- Added: First blood feature to award players for getting the first kill  
    They can be granted extra points and/or credits for a kill
- Added: Harvester gamelog messages prefixed under \_HARVESTER
- Added: More crates have been included  
    Big Boom, Disarm C4, God, Tiberium Shield, Money Multiplier, Kamikaze, Power Off, Frozen
- Added: Additional drop weapons have been included  
    Refill drop to restore your health and ammo  
    Tiberium Shield drop to prevent being damaged by tiberium until death  
    Health packs will now drop instead of just armor  
    A backpack that will contain a lot of weapons  
    Armor and Health upgrades
- Added: Alert messages for beacons  
    A message will now show telling teammates where their team member lays a beacon  
    More alert messages for beacons are also included for gamelog prefixed \_BEACON
- Added: Auto disarm on illegal beacons on Field, Snow, and Canyon.
- Added: The ability to request a team change using !rtc
- Added: Players can !tdonate from ingame
- Change: Many GameLog messages will now include more information
- Change: Drop weapons are now balanced more evenly for each character
- BugFix: Crates  
    Points/De-Points crate will no longer give/take credits from a player  
    Balance issues and probability for Random Vehicle and Character crates
- BugFix: Certain sound events that didn't work before

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Latest Unofficial Version: 2.0.2-X by Xpert

Code provided by the original Dragonade mod created by WhiteDragon and vloknboky respectively.

It also includes code released by reborn for use of SSGM plugins. A majority of his plugins have been combined into SSGM itself. Additional code from the Atomix-Gaming Renegade servers ([www.atomix-gaming.net](http://www.atomix-gaming.net)).

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Download: <http://www.atomix-gaming.net/downloads/SSGM2.0.2XWFDS.rar>

Currently the deathmatch mode is buggy. The weapon spawns around the field aren't working and I didn't feel like having the time to look at that. But other than that, it's functional. If anyone ever seen the old 2005 Dragonade DM, this is exactly the same as that. If anyone wants to make an attempt at fixing it and showing me how to, go ahead. If you noticed from the source code, I didn't fully complete the "DM Settings" stuff all the way and I just left it at that. I plan on making all the settings read the ini but for now, I left it at that.

I made this out of boredom. I'm in the process of adding "Capture The Mobius" as a gamemode. It's almost done. It's actually coming out better than the DM mode. I'll release when done. Enjoy!

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