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Subject: Re: ssgm.ini

Posted by [Xpert](#) on Tue, 13 Sep 2011 22:43:16 GMT

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reborn wrote on Mon, 12 September 2011 08:09 Good effort!

Now add the plugin keys too, I forgot to add pretty much all of them.

Would anyone be interested in it? I have put together an SSGM.ini that reads all the plugins that come with it and I made it user friendly and neat like the one I have uploaded correctly.

Also, the swap.dll code, it has messages that are like "can't do it after 5 minutes", but you can change the timer. But even if you change the timer, the output will still be "after 5 minutes". Just pointing it out.

I also added in a piece so if you type !rtc again, you can revoke your team change.

```
else if (PlayerID == idrtc) {
    Msg.Format("msg %s has revoked their team change request. The \"!rtc\" command is up for
new request.", Get_Player_Name_By_ID(PlayerID));
    Console_Input(Msg);
    GameObject *timerthing = Find_Object_With_Script("RTC_timer");
    Remove_Script(timerthing, "RTC_timer");
    Commands->Destroy_Object(timerthing);
    IsRTC = false;
    idrtc = 0;
}
```