
Subject: Re: Veteran Plugin

Posted by [iRANian](#) on Thu, 01 Mar 2012 15:47:50 GMT

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I've made something that currently is in alpha, it might crash your server or w/e

<http://dl.dropbox.com/u/21865790/VeteranSystem.dll>

To install, do the usual stuff and at the bottom of SSGM.ini add:

[VeteranSystem_Tiers]

;If a soldier preset is missing the code defaults the preset to 'low tier', this section controls how many vet point(s) a character is worth

; 1 = low tier, 2 = mid tier, 3 = high tier

CnC_GDI_MiniGunner_0=1 ;Shooter

CnC_GDI_RocketSoldier_0=1 ;Shotgunner

CnC_GDI_Grenadier_0=1 ;Grenadier

CnC_GDI_Engineer_0=1 ;Engineer

CnC_GDI_MiniGunner_1Off=1 ;Officer

CnC_GDI_RocketSoldier_1Off=1 ;Rocket Soldier

CnC_Sydney=1 ;Tib Sydney

CnC_GDI_MiniGunner_2SF=2 ;Deadeye

CnC_GDI_RocketSoldier_2SF=2 ;Gunner

CnC_GDI_Grenadier_2SF=2 ;Patch

CnC_GDI_MiniGunner_3Boss=3 ;Havoc

CnC_GDI_MiniGunner_3Boss_ALT2=3 ;Havoc

CnC_GDI_MiniGunner_3Boss_ALT3=3 ;Havoc

CnC_GDI_MiniGunner_3Boss_ALT4=3 ;Havoc

CnC_Sydney_PowerSuit=3 ;PIC

CnC_Sydney_PowerSuit_ALT2=3 ;PIC

CnC_Ignatio_Mobius=3 ;Mobius

CnC_Ignatio_Mobius_ALT2=3 ;Mobius

CnC_GDI_Engineer_2SF=3 ;Hotwire

CnC_Nod_Minigunner_0=1 ;Shooter

CnC_Nod_RocketSoldier_0=1 ;Shotgunner

CnC_Nod_FlameThrower_0=1 ;Flamethrower

CnC_Nod_Engineer_0=1 ;Engineer

CnC_Nod_Minigunner_1Off=1 ;Officer

CnC_Nod_RocketSoldier_1Off=1 ;Rocket Soldier

CnC_Nod_FlameThrower_1Off=1 ;Chem Sprayer

CnC_Nod_Minigunner_2SF=2 ;Black Hand Sniper

CnC_Nod_RocketSoldier_2SF=2 ;Black Hand Laserchaingunner

CnC_Nod_FlameThrower_2SF=2 ;SBH

CnC_Nod_Minigunner_3Boss=3 ;Sakura

CnC_Nod_Minigunner_3Boss_ALT2=3 ;Sakura

CnC_Nod_RocketSoldier_3Boss=3 ;Raveshaw

CnC_Nod_RocketSoldier_3Boss_ALT2=3 ;Raveshaw

CnC_Nod_FlameThrower_3Boss=3 ;MENdoza
CnC_Nod_FlameThrower_3Boss_ALT2=3 ;MENdoza
CnC_Nod_Technician_0=3 ;Technician
