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Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands

Posted by [iRANian](#) on Sun, 04 Mar 2012 20:43:21 GMT

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The actual programming part of this simple plugin only took 2 minutes and involved copy pasting functions around that I've used for the Reset Match (!ready command used by cw.cc) plugin and another plugin that added console commands. Actually getting a new plugin started (you need to follow a lot of steps to create a new plugin coding project) and writing the readme took around 15 minutes.

It's quite amazing how easily some of these issues are to fix, I wrote a beacon deploy sound spamming plugin in 20 minutes of actual programming, and I'm intending to release it after it's been tested (it does some fancy stuff with timers to reset a counter), 45 minutes total to detect a really annoying exploit.

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