

---

Subject: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [iRANian](#) on Sun, 04 Mar 2012 21:35:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is a port of the veteran system from the OnOeS renegade regulator made by Hex, jnz and pvtschlag. I rewrote parts of it to resemble the n00bless veteran system plugin for SSGM 2.0.2 released by Hex. It includes regeneration, discounts, health+armour increases and veteran commands. The following commands are available:

!vetpoints - !vp ; Shows how many vet points the player executing the command has  
!weapon - !weap ; Will give the player a random weapon from his team, if he is a level 3 veteran  
!character - !char ; Will give the player a random character from his team, if he is a level 4 veteran  
!vehicle - !veh ; Will give the player a random vehicle from his team, if he is a level 5 veteran

The values associated with every veteran level are currently hard-coded as this is an ALPHA RELEASE. It might crash your server randomly as it isn't tested and it also might contain bugs. I've included the source code, although it looks like a mess.

To install, place VeteranSystem.dll in your root FDS folder and add an entry under the [Plugins] section in SSGM.ini. Then 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

### File Attachments

---

1) [VeteranSystem SSGM 4.0 Plugin.zip](#), downloaded 300 times

---