Subject: [SSGM 4.0 Plugin] Protect Console Command
Posted by iRANian on Mon, 07 May 2012 14:52:43 GMT

A simple plugin that adds the following two console commands:

PROTECTPLAYER <ID> - Makes a player unkillable until they respawn.
UNPROTECTPLAYER <ID> - Makes a player killable again.

Found this while going through all the crap I wrote for Renegade, seems like I forgot to release this one.

To install place 'ProtectConsoleCommand.dll' inside your root FDS folder and add an entry for it under the [Plugins] section in SSGM.ini.

You can contact me on renforums.com under the nick 'iRANian'.

File Attachments
1) Protect Console Command SSGM 4.0 Plugin v2.zip, downloaded 289 times