Subject: [SSGM 4.0 Plugin] Unstuck Command
Posted by zunnie on Sun, 13 Jan 2013 14:38:22 GMT
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DOWNLOAD: http://multiplayerforums.com/index.php?/files/file/169-unstuck-command-plugin/

This plugin allows players to type !stuck or !unstuck to teleport them to the last known good location when they get stuck for some reason.
The last known good location is usually the location where they spawned at or last changed character. This includes the location of a crate in case they get the character crate.

If they are inside a vehicle while stuck it will be destroyed, they will be refunded the cost of that vehicle, and then teleported back to the last known good location.

You can configure a timer in the configuration for this command. The player must wait that time before they are actually teleported, you want to set this above 10 seconds usually to prevent them from 'quickly going back base' after a beacon has been placed for example.

Edit: Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then.

To use the plugin add it to your [Plugins] section like for example below:

[Plugins]
00=BanSystem.dll
01=Mute.dll
02=mpf_unstuck_plugin.dll

At the bottom of ssgm.ini add a section containing this to configure a global setting:

[Unstuck]
Unstuck_Timer=15

You can also configure it per map by adding entries like this for every map (mapnames are ALL lowercase):

[c&c_field.mix_Unstuck]
Unstuck_Timer=30