Subject: [SSGM 4.0 Plugin] Donate and TeamDonate
Posted by Xpert on Tue, 22 Oct 2013 12:07:44 GMT

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Donate Plugin:

Yes regulators such as BRenBot and CloudyServ already have a donate function. However, I never liked the idea of the regulators being in control of the donate. If the bot goes down or is restarted, players can't donate and also the donate wait timer is off track. The bots can't also tell how much credits the player is holding and is just assuming the player has the right amount of credits and tries to distribute it.

If you're using BRenBot, set the donate module off from IRC:
!set donate off

You can set the time for how long before a player can donate into the map. The default is set to 300 seconds (5 minutes) if a setting isn't placed.

TeamDonate Plugin:

Credits:
reborn for original plugin from ssgm 2.0.2.
Iran for original conversion to a 4.0 plugin.
roszek for bringing up the idea of adding a timer in Iran's teamdonate plugin topic.

You can set the time for how long before a player can team donate into the map. The default is set to 300 seconds (5 minutes) if a setting isn't placed.

I changed a logic originally placed by Iran. You can't team donate an amount that's less than the amount of players on your team instead of the original logic of 100 or less.

Settings:
Quote:
[Donate]

; WaitTime_Donate=
; WaitTime_TeamDonate=
;
; Time to wait before allowing players to use donations.

WaitTime_Donate=300
WaitTime_TeamDonate=300

File Attachments

1) SSGM_Plugin_Donate.rar, downloaded 280 times
2) SSGM_Plugin_TeamDonate.rar, downloaded 295 times