Subject: Re: [SSGM 4.0 Plugin] NoC4DefuseOnLeave Posted by Gen_Blacky on Mon, 08 May 2017 08:34:17 GMT

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added DisarmTime disarm unowned proxy's after 10 minutes if the c4 has not been claimed or the player returns.

added the ability for players to disarm unowned proxy's or obtain ownership of that proxy. As well as allowing players to disarm their own proxy.

Settings

: Enable No C4 Defuse on Leave

EnableNoC4DefuseOnLeave = 1

; Enable Disarm Time on Leave

Disarm = 1

; Time in seconds to disarm unowned proxys; Default 10 minutes

DisarmTime = 600.0

; Obtain Ownership when you press E on unowned proxy

PokeOwnership = 1

; Disarm when you press E on unowned proxy

PokeDisarm = 0

; Obtain Ownership when you repair an unowned proxy

AttackOwnership = 1

; Disarm when you repair an unowned proxy

AttackDisarm = 0

; Allow players to disarm their own proxy when pressing E or repairing

OwnerProxyDisarm = 1

File Attachments

- 1) NoC4DefuseOnLeave.cpp, downloaded 296 times
- 2) NoC4DefuseOnLeave.h, downloaded 275 times