Subject: SSGM Version 2.0.1
Posted by Whitedragon on Sun, 01 Jul 2007 05:09:50 GMT
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Minor bug fix/feature version.

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Quote:
Version 2.0.1:
   - New: Character changes will now be logged under the "_CHANGECHARACTER" header similar to how the pre 2.0 "_PURCHASE" worked. This includes every way that your character can be changed.
   - New: Added additional documentation for making plugins and adding new CTF flag positions.
   - Change: SSGM no longer requires a modified objects file to function. It is still capable of loading modified objects files, however.
   - BugFix: The CTF class specific enable setting(CTF_C##_Enabled) now works correctly.
   - BugFix: Fixed a bug that caused your ammo to return to normal if you refilled when infinite ammo was enabled.
   - BugFix: Harvesters now spawn correctly in CTF mode.
   - BugFix: The "DisableBaseDefenses," "DisablePowerPlants," "DisableRefineries," "DisableSoldierFactories," "DisableVehicleFactories," "DisableRepairPads," and "DisableCommCenters" settings are now properly included and documented in ssgm.ini.
   - BugFix: Fixed a bug in the example plugin source where it wouldn't pass the plugin version to SSGM.
   - BugFix: Fixed the incorrect Random Vehicle Crate coordinates for Nod on Hourglass.

If you're upgrading from 2.0 then you can continue using its ssgm.ini. If you are not using a modified objects file then set "ObjectsFile" to "ddb" instead of "gm" and delete "objects.gm" from the data folder.

Edited objects files from any version of SSGM will work with this version. Just make sure "ObjectsFile" is set to the same extension as the modified objects file.

Plugins made with SSGM 2.0 should work fine with this version. To silence the version warning simply edit SSGMVersion in gmmain.h and recompile the plugin.

Subject: Re: SSGM Version 2.0.1
Posted by Nightma12 on Sun, 01 Jul 2007 08:46:32 GMT
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ssgm.ini is missing

Subject: Re: SSGM Version 2.0.1
Posted by Nightma12 on Sun, 01 Jul 2007 09:46:45 GMT
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or was

Subject: Re: SSGM Version 2.0.1
Posted by Sn1per74* on Sun, 01 Jul 2007 22:56:00 GMT
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Do you know when SSGM support for NR is gonna come out Nightma?

Subject: Re: SSGM Version 2.0.1
Posted by Caveman on Mon, 02 Jul 2007 01:06:30 GMT
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Sn1per74* wrote on Sun, 01 July 2007 23:56Do you know when SSGM support for NR is gonna come out Nightma?

I should imagine it'll be supported in the next release. Its only a small patch that needs to be applied.

Subject: Re: SSGM Version 2.0.1
Posted by Sn1per74* on Mon, 02 Jul 2007 04:35:14 GMT
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But when is the question....

Subject: Re: SSGM Version 2.0.1
Posted by _SSnipe_ on Mon, 02 Jul 2007 18:24:29 GMT
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nice man

Subject: Re: SSGM Version 2.0.1
Posted by Sn1per74* on Mon, 02 Jul 2007 23:53:37 GMT
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This makes my server crash... The other one worked fine...

Subject: Re: SSGM Version 2.0.1
Posted by _SSnipe_ on Tue, 03 Jul 2007 01:51:08 GMT
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so i dont have to remake my objects file made back in ssaow 1.5 i think?

Subject: Re: SSGM Version 2.0.1
Posted by Whitedragon on Tue, 03 Jul 2007 02:31:36 GMT
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Right.

Subject: Re: SSGM Version 2.0.1
Posted by _SSnipe_ on Tue, 03 Jul 2007 04:52:00 GMT
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woot i got an idea u guys should MAKE a level edit tool becuase i have to edit a already made objects file and lets say if i HAD to remake it on another objects file it would be cool if a program scan for changes and add ons and just did it to the other one instead of me guessing what was edited

---

Subject: Re: SSGM Version 2.0.1
Posted by Yrr on Wed, 04 Jul 2007 10:31:41 GMT
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SSGM 2.0.1 does not work with Linux servers, because InitEngineSSGM is never called.

Subject: Re: SSGM Version 2.0.1
Posted by Whitedragon on Wed, 04 Jul 2007 18:29:42 GMT
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Fixed.

Subject: Re: SSGM Version 2.0.1
Posted by pvtschlag on Tue, 10 Jul 2007 21:17:03 GMT
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Would it be possible to add in a future version a way to load/unload/reload plugins without restarting the FDS?

Subject: Re: SSGM Version 2.0.1
Posted by jnz on Tue, 10 Jul 2007 22:11:02 GMT
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Yes, weather WD impliments it is up to him.

Subject: Re: SSGM Version 2.0.1
Posted by silentevil on Fri, 13 Jul 2007 16:15:55 GMT
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hello
in city flying wen as gdi take the box and a apc create comme this is not commen his beam me to gdi ref but no apc is landing.

please help

sorry for my brocken englisch

Subject: Re: SSGM Version 2.0.1
Posted by SWNight on Fri, 13 Jul 2007 16:16:52 GMT
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What is SSGM?

Subject: Re: SSGM Version 2.0.1
Posted by Xpert on Fri, 13 Jul 2007 16:21:21 GMT
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alz45 wrote on Fri, 13 July 2007 11:16What is SSGM?

...

SSAOW 1.6 basically but with a different name called SSGM 2.0

Server Side Game Manager...

Subject: Re: SSGM Version 2.0.1
Posted by silentevil on Fri, 27 Jul 2007 08:07:57 GMT

help please
!

Subject: Re: SSGM Version 2.0.1
Posted by Caveman on Fri, 27 Jul 2007 10:48:17 GMT

Miklo wrote on Fri, 27 July 2007 09:07help please
!

Help with what? Information like that generally ends up fixing your issue much more quickly

---

Subject: Re: SSGM Version 2.0.1
Posted by Slave on Fri, 27 Jul 2007 12:57:56 GMT

Scroll a little, he's bumping a question he posted before.

About the question: I can't help...

Subject: Re: SSGM Version 2.0.1
Posted by SWNight on Fri, 27 Jul 2007 12:58:35 GMT

Miklo wrote on Fri, 13 July 2007 11:15hello
in city flying wen as gdi take the box and a apc create comme this is not commen his beam me to gdi ref but no apc is landing.

please help

sorry for my brocken englisch

^^^
With that

I can't help.