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Subject: BETA SSGM plug-in

Posted by [reborn](#) on Sun, 08 Jul 2007 15:51:21 GMT

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this is a BETA release, I am putting it here so people can post any crash bugs or logic bugs. Many thanks to Whitedragon for all his patience.

And w00t at first SSGM plug-in release.

The release is only for windows, when it is ready for public release Whitedragon has kindly agreed to compile a Linux version for me.

And yes the excess code will be removed and organised better in release version.

Quote:

reborn's base defence plug-in readme

I would like to state from the beginning that all I did here was port some old Dragonade code released by Vloktboky into a example plug-in created by whitedragon.

I fixed some bugs and improved it slightly, and added a couple more features. But basically this is at it's core, just dragonade code slapped into a plug-in, with some minor tweaks.

I would also like to mention that this is just a pre-release. I think that all the bugs are ironed out now for the base defence and have decided to release this version as an interim before the big release with all the features.

This is how it works:

On maps without base defence GDI get two guard towers, and Nod get two turrets. These are spawned by the server not a modified map.

If the defence gets killed then a little power up health icon appears near where the defence used to be.

If you are on the team that the defence belonged to, then you can walk over the power up and it will take 100 credits away from you, these credits will be added to a "team base defence fund". If you don't have 100 credits, it just takes what you have.

If it takes money from you then it will send you a private message thanking you for your donation, and also tell you what the current fund pool is.

If you are not on the team that owned the defence and walk over the power up object, then it will just respawn instantly doing nothing much at all.

When the "team defence pool" for that turret/tower reaches 2000 credits, then it will respawn the turret.

For maps that already have base defence it will allow Nod to repurchase there dead turrets.

Just put "rebBD.dll" into your server directory along with "gimmeurdatas.dat", and put the modified "objects.gm" file into your data directory (the servers directory, not your client).

Then modify ssgm.ini to load the rebDB plugin =]

If you enjoy this plug-in, or have any comments/suggestions, then please visit <http://www.mp-gaming.com>

reborn

Download here:

[http://www.mp-gaming.com/reborn/coderelease/SSGM\\_Base\\_Defence\\_Plugin\\_BETA.zip](http://www.mp-gaming.com/reborn/coderelease/SSGM_Base_Defence_Plugin_BETA.zip)

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Subject: Re: BETA SSGM plug-in  
Posted by [\\_SSnipe\\_](#) on Mon, 09 Jul 2007 02:11:25 GMT  
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looks freakign sweet

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