
Subject: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Tue, 17 Jul 2007 12:24:27 GMT
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Much thanks to Whitedragon who made the linux version, his patience and help is un-measurable.

Anyone using the beta version of this should upgrade to this version. It is superior.

Promotional video:

<http://www.mp-gaming.com/reborn/movies/rebBD.wmv>

readme:

reborn's base defence plug-in readme

This is an SSGM plugin and thus requires SSGM to be installed on your server. Download and install SSGM from

<http://black-cell.net/downloads/index.php?act=category&id=6> if you haven't done so already.

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.

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.

Just put "rebBD.dll" into your server directory along with "turretpositions.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 by adding "rebBD" to the plugin list. Search for "[Plugins]".

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

reborn

WIN32 Download:

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.1_Base_Defence_Plug-in_win32.zip

Linux Download:

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.1_Base_Defence_Plug-in_linux.zip

Will be added on game-maps shortly.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Tue, 17 Jul 2007 13:03:07 GMT
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nice release reborn mutch thanks Whitedragon thanks for the linux version !!

greaz miklo

why is a dll file by linux version ?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Tue, 17 Jul 2007 13:48:49 GMT
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my lfds cant load the objects.gm wihtout objects.gm starting fine

ideas ?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Tue, 17 Jul 2007 15:19:41 GMT
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in SSGM.ini

Quote:

```
; ObjectsFile=  
;  
; Specifies the extension of the objects file to load, overrides the loading of the normal  
objects.ddb file.  
; The default setting is gm, which makes it load the objects.gm file.  
; Like most settings this can be changed in the map specific section. So the server can load a  
different objects file  
; for each map without needing to temp anything, a feature the game originally lacked.  
; Do not change this unless you know what you're doing. Must be 1-3 characters.  
; Set this to ddb if your server is running a stand alone or full conversion mod.  
; Windows FDS only.
```

ObjectsFile=gm

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Tue, 17 Jul 2007 15:21:25 GMT
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lol i have make it dont work

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Hex](#) on Tue, 17 Jul 2007 16:26:27 GMT
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Reborn wrote on Tue, 17 July 2007 11:19in SSGM.ini

Quote:

```
; ObjectsFile=  
;  
; Specifies the extension of the objects file to load, overrides the loading of the normal  
objects.ddb file.  
; The default setting is gm, which makes it load the objects.gm file.  
; Like most settings this can be changed in the map specific section. So the server can load a  
different objects file  
; for each map without needing to temp anything, a feature the game originally lacked.  
; Do not change this unless you know what you're doing. Must be 1-3 characters.  
; Set this to ddb if your server is running a stand alone or full conversion mod.  
; Windows FDS only.
```

ObjectsFile=gm

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Tue, 17 Jul 2007 16:44:53 GMT
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Ah, I didn;t notice that. I have never used a linux server and have extremely little knowledge on the matter.
I have asked Whitedraog to perhaps shed some light.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [_SSnipe_](#) on Tue, 17 Jul 2007 17:48:38 GMT
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rreally nice man

Subject: Re: SSGM plug-in release; Base Defence
Posted by [_SSnipe_](#) on Tue, 17 Jul 2007 18:21:54 GMT
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LMFAO at vidoes song!!!! hahahaha

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Wed, 18 Jul 2007 06:34:06 GMT
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and now ? no linux fds user can use you butyful plugin ?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Slave](#) on Wed, 18 Jul 2007 08:11:19 GMT
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Don't worry, I'm sure he will re-export the file to something linux can eat. Or he will get something else to do it. It won't go to waste.

Something else I noticed in the video. Dooes the Nod_Turret_Destroyed remain after you buy a new turret over it? It could be the video, but i believe that's what I saw.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [_SSnipe_](#) on Wed, 18 Jul 2007 08:28:56 GMT
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ow i never noticed that :S

Subject: Re: SSGM plug-in release; Base Defence
Posted by [crazfulla](#) on Fri, 20 Jul 2007 15:24:37 GMT
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I think there is a script you need to remove or something to fix that? Or just attach a 'destroy self' script to the Nod_Turret_Destroyed preset.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Fri, 20 Jul 2007 20:18:02 GMT
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I will fix the win32 version so it doesn't leave the destroyed version behind. But I have not been able to contact WD about the linux version problem not being able to load an objects.gm file :-/

Subject: Re: SSGM plug-in release; Base Defence
Posted by [zunnie](#) on Fri, 20 Jul 2007 23:01:49 GMT
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```
void MDB_SSGM_Base_Defense::Killed(GameObject *obj, GameObject *shooter) {
    if (Settings->GameMode == 1) {
        if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP")) {
            GameObject *DestroyedTurret =
Commands->Create_Object("Nod_Turret_Destroyed",Commands->Get_Position(obj));
            Commands->Set_Facing(DestroyedTurret,Commands->Get_Facing(obj));
        }
        if (Settings->LogBuildingKills) {
            GameObject *Preset = GetExplosionObj();
            if (!Preset) {
                Preset = shooter;
            }
            FDSMessage(StrFormat("%s destroyed thanks to %ls
(%s)",Translate_Preset(obj).c_str(),Get_Wide_Player_Name(shooter),Get_Preset_Info(Preset).c_
str()), "_BUILDING");
        }
    }
}
```

To get rid of the destroyed turret just comment out (or remove):

```
/*if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP")) {  
    GameObject *DestroyedTurret =  
Commands->Create_Object("Nod_Turret_Destroyed",Commands->Get_Position(obj));  
    Commands->Set_Facing(DestroyedTurret,Commands->Get_Facing(obj));  
}*/
```

That should do it afaik O_o

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Fri, 20 Jul 2007 23:36:22 GMT
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Yeah, it wasn't a problem generated by the plug-in.

But I would prefer to wait for WD before releasing another win32 version so the linux version will be at the same level.

But thankyou =]

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 21 Jul 2007 02:44:09 GMT
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Fantastic, Whitedragon just told me there is actually a function that I can call to make the change to the object.

In other words, the next release will not need an objects file at all.

I still have no clue why the LFDS does not load the objects file, whether it is my plug-in or just the LFDS, I really know embarassingly little about linux. But whatever, next version will work for linux too and will not need an objects file.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 21 Jul 2007 15:49:48 GMT
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OK, I have fixed the win32 version so it removes the second dead turret when you revive it. The plug-in was working fine, just as Zunnie pointed out, SSGM creates a dead turret too when one is killed.

I also used a function that WD pointed out to remove the need for the objects.gm file completely, so this is now removed.

I have sent a message to Whitedragon and asked if he might kindly create the linux version, which should mean that linux version will now work too and put up for download soon.

The direct link for the new win32 version is:

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.1_Base_Defence_Plug-in_win32.zip

However when Whitedragon (if he kindly agrees) has finished the linux build, then I will get both downloads on game-maps and post a link here.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [JasonKnight](#) on Sat, 21 Jul 2007 16:20:13 GMT
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Is there a map list that the defences are automatically made on, or are they only on the standard maps? or are their user made maps that this will work on as well?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 21 Jul 2007 17:18:16 GMT
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It is hard coded to work on the westwood maps without base defence.

To add support for other maps you would have to edit the source code. But it is possible to add support for fan-maps too.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [JasonKnight](#) on Sat, 21 Jul 2007 17:40:32 GMT
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thx, i was just wondering, basically i was wondering if you did it for any of the fan maps that came in the core patches...

thx again for the answer+.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [JasonKnight](#) on Sun, 29 Jul 2007 21:53:53 GMT
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Real quick, How did you get the X,Y,and Z cords for where to put the items, did you get them from LE when you place ne on the map?

just wondering because it would be cool to add in my own because on some maps you did not add GDI guard towers.

THX

Subject: Re: SSGM plug-in release; Base Defence
Posted by [zunnie](#) on Sun, 29 Jul 2007 22:26:14 GMT
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Open the level in Leveledit, then "make" a GuardTower or Turret anywhere you want, double click on it and note the XYZ position of it. Then use that in the ini file.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [JasonKnight](#) on Sun, 29 Jul 2007 23:08:34 GMT
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the .dat file but yea, thanks thats what I needed to know

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 11:06:04 GMT
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Below is a link to the latest builds of both win32 and linux, source included. This should fix any problems on the linux build, and also has improved code thanks to white dragon ().

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.2_Base_Defence_Plug-in_LFDS.zip

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.2_Base_Defence_Plug-in_win32.zip

Will be put on <http://www.game-maps.net> soon, and also <http://www.black-cell.net>

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 11:52:05 GMT
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This now supports any fan-made map too.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [IronWarrior](#) on Wed, 08 Aug 2007 13:43:17 GMT
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Reborn wrote on Wed, 08 August 2007 06:52 This now supports any fan-made map too.

Wow, nice going Reborn, that must had been some hard work. :0

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Xpert](#) on Wed, 08 Aug 2007 13:48:02 GMT
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Reborn wrote on Wed, 08 August 2007 06:52 This now supports any fan-made map too.

Thanks for giving me a reason to be interested in downloading it now lol.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Herr](#) on Wed, 08 Aug 2007 13:53:52 GMT
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Hmm, I added both files. Fds console returns the dll is loaded, still no maps spawn.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 14:36:39 GMT
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You need to be running SSGM (preferably 2.02) and also read the readme.txt for instructions on how to edit your SSGM.ini file to include the plugin. Are you doing that?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Herr](#) on Wed, 08 Aug 2007 15:07:35 GMT
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Ah, personal error. I thought I had the new ssgm running on all the servers, seems I skipped the one I was implenting this on.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Gen_Blacky](#) on Wed, 08 Aug 2007 16:07:17 GMT
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win 32 link dosent work

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 16:10:11 GMT
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It does, I just downloaded it from where I work.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Gen_Blacky](#) on Wed, 08 Aug 2007 16:20:54 GMT
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lol nice video

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 16:39:31 GMT
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Oh I see.. you was clicking the original links...

Use the links provided a few posts up.

And yeah, I am most proud of that vid thankyou.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [AlienWorkShop](#) on Fri, 10 Aug 2007 09:15:29 GMT
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Thanks for this Reborn, im using it on my server right now [NE]Public Warzone!

Also thanks for including the source, im sure this will help in my Scripts.dll learning process!

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Sat, 11 Aug 2007 13:28:09 GMT
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hello

linux version dont go please help ich have the files put in the reneagdefds folder and in ssgm.ini
by plug ins rebBD make but dont work !
renegade linux rh8 und rr 0.45 brenbot 1.50 and you plugin server linux version suse 10.1

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 11 Aug 2007 15:48:37 GMT
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Not only do I not understand, but I doubt I could help anyway.

Perhaps WhiteDragon might be able to shed some light.. He is the only reason a linux version exists at all.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [silentevil](#) on Sat, 11 Aug 2007 16:51:45 GMT
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windows version dont work to !!

greaz miklo

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sun, 12 Aug 2007 11:14:20 GMT
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Yes it does.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [AlienWorkShop](#) on Mon, 13 Aug 2007 15:23:51 GMT
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This mod is currently working fine on my server:
[NE]Public Warzone

Anyways, Reborn...

Do you think its possible to remove all NOD turrets from a map and replace them with your purchaseable ones, be good to have GDI and NOD base defences in lets say CnC_Field for example.

Thanks

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Genesis2001](#) on Mon, 13 Aug 2007 15:37:14 GMT
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Black-Cell does it? I don't see why it wouldn't be possible.

-MathK1LL

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Ghostshaw](#) on Mon, 13 Aug 2007 15:39:00 GMT
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Destroy the normal turrets on map load and replace them?

-Ghost-

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Mon, 13 Aug 2007 16:51:10 GMT
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Black-cell doesn't do it, or they don't do it anymore. I think they used to.

But yes it is possible to do that. Would you like me to look into it?

Subject: Re: SSGM plug-in release; Base Defence
Posted by [havoc9826](#) on Mon, 13 Aug 2007 18:44:28 GMT
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Reborn wrote on Mon, 13 August 2007 09:51 Black-cell doesn't do it, or they don't do it anymore. I think they used to.

But yes it is possible to do that. Would you like me to look into it?

Whitedragon @ BC forums1.9 - 09/26/05 @ BC5:

Changes:

-Improved turrets have been removed from defense maps. They now have the regular turrets.

Now all you have to do is wait for Whitedragon to come back from wherever he disappeared to on Saturday.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Tue, 14 Aug 2007 11:00:27 GMT

The plug-in currently works the same way as black-cell's turrets and guard towers do. However the first incarnation I made worked exactly as he described. I don't think it is better how he described so I will make the small changes needed and send it to him, I will not need WhiteDragons help on this one as he doesn't run a linux server and I don't intend on releasing it, as in my honest opinion it is better as it is.

If he wants that is...
