
Subject: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Tue, 17 Jul 2007 12:25:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 [Charlie 319](#) on Mon, 19 Nov 2007 08:45:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool, could you do this with regular buildings? -except much higher price.

Subject: Re: SSGM plug-in release; Base Defence
Posted by [Ethenal](#) on Tue, 20 Nov 2007 14:18:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, that's not possible to do with the current engine. (AFAIK)
