
Subject: SSGM Plugin error :/

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 17:03:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, i was reading though this:

HEREThe plugin system in SSGM is designed to allow users to easily create and share their own scripts.dll server side mods.

Take, for example, two modifications created by editing the SSGM source. The first mod adds minor base defenses to some maps and the second adds a !buyweap command. Now by themselves these two mods work fine, but what if someone wanted to use both mods on their server? They would have to edit the source, something that most people wouldn't know how to do, and combine the two mods together. And then what if a new version of SSGM was released? The mods would have to be remade with the new version.

Now, look at the same two mods as SSGM plugins. Since the mods are no longer edits of the main source and instead seperate files they can be loaded together with no changes required. The plugins would also work with newer versions of SSGM.

Now that you know WHY you should make your mods as plugins; let's get on to HOW you do it.

Included in the SSGM download is the source of an example plugin. It includes the base script classes, all engine functions from the normal scripts, and all SSGM classes and functions.

The example plugin source includes examples for doing many things, such as using the SettingsLoader class to load settings from an ini file, using the ChatCommandClass class to implement ingame chat commands, and using the various bhs.dll hooks.

To rename your plugin on windows right click on "Plugin" in VS2005 and go to Properties > Linker > General > Output file.

To rename your plugin on linux edit the "compile-rh7.sh" and "compile-rh8.sh" files. Note: Do NOT remove "-RH73" or "-RH8" from the plugin name.

You will also need to edit the PluginName and PluginVersion defines in plugin.h.

So, i made a plugin called msg.dll and added 01=msg.dll in ssgm.ini (under [Plugins])

But i seems to have some problems. When i run the server, my server crashes after it is loaded.

Here is what it says:

File Attachments

1) [help.JPG](#), downloaded 643 times

```
Renegade Master Server - a00000Rph - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
BIATCH version 1.1 beta 1, built on May 13 2007 at 00:33:12
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.1 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
RenegadeFDS DDE channel initialized
Plugin msg_test v0.1 loaded
Loading level M10.mix
SSGM_Console_Output_Hook called Loading level M10.mix

SSGM_Console_Output_Hook called Load 0% complete
SSGM_Console_Output_Hook called Load 0% complete
SSGM_Console_Output_Hook called Load 0% complete
SSGM_Console_Output_Hook called Load 10% complete
SSGM_Console_Output_Hook called Load 19% complete
SSGM_Console_Output_Hook called Load 27% complete
SSGM_Console_Output_Hook called Load 34% complete
SSGM_Console_Output_Hook called Load 40% complete
SSGM_Console_Output_Hook called Load 46% complete
SSGM_Console_Output_Hook called Load 51% complete
SSGM_Console_Output_Hook called Load 56% complete
SSGM_Console_Output_Hook called Load 60% complete
SSGM_Console_Output_Hook called Load 64% complete
SSGM_Console_Output_Hook called Load 68% complete
SSGM_Console_Output_Hook called Load 71% complete
SSGM_Console_Output_Hook called Load 74% complete
Load 100% complete
SSGM_Console_Output_Hook called Load 100% complete

Level loaded OK
SSGM_Console_Output_Hook called Level loaded OK

Running in All Out War mode.
New settings detected and loaded!
Plugin_Example_Script::Created Invisible_Object
Plugin_Example_Script::Created Invisible_Object
```

Subject: Re: SSGM Plugin error :/
Posted by [Hex](#) on Sat, 21 Jun 2008 21:22:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure that you have the example.ini in your FDS folder (or remove the stuff from plugin.cpp)
