
Subject: [SSGM mod]Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 04:08:10 GMT

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Modified Scripts.dll by WittebolX
with a little help from Roshambo, Hex, Reborn and madrockz

if you are done hosting AOW/TDM/CCTF/or whatever, then try this
this dll contains some extra's that brings a brand new tactic to the game.

Veteran PLogin:

!vet = gives current Veteran info
Level 10 = changes you into a Mutant Raveshaw Boss.
Level 09 = activates a local Ion Storm towards your enemy.
Level 08 = Power Down Basewide, Base both gdi and nod will loose power for 1 minute.
Level 07 = activates a local Airstrike towards your enemy
Level 06 = EMP Pulse Basewide
Level 05 = gives you a Kamikaze Suit. (when you die, you will die with a BiG BANG)
Level 04 = gives you a Ramjet Rifle
Level 03 = gives you some Reinforcements on your location.
Level 02 = gives you a Chaingun
Level 01 = gives you some Proxy Mines

Vehicles: (all Nod vehicles require the Airstrip to be online, GDI Vehicles require the Warfactory to be online.

If you are getting sick of walking back to a pt to get a vehicle, then these commands are a nice solution.

!recon = \$300
!demotruck = \$1000
!gditransport = \$900
!nodtransport = \$900
!apache = \$900
!orca = \$900
!buggy = \$300
!truck = \$100
!car = \$100
!nodapc = \$500
!arty = \$500
!light = \$700
!flamer = \$800
!stank = \$900
!hummer = \$400
!gdiapc = \$500
!mrls = \$500

!med = \$800
!mammy = \$1500

Aslo added some extra crates, please copy paste the code below in order to get all the crates working.

file that needs to be edited: SSGM.INI

```
; Crate percent configuration.  
;  
; Controls crate percentages for all maps.  
; If you want to disable a specific crate, set it to 0 or leave it blank. Make sure the total sum is  
100, or SSGM  
; will use its defaults.
```

```
[Crates]  
Weapon=13  
Money=4  
Points=8  
Vehicle=4  
Death=2  
Tiberium=4  
Ammo=4  
Armor=2  
Health=4  
Character=8  
ButterFingers=3  
Spy=3  
Stealth=3  
Refill=3  
Beacon=3  
Thief=2  
kamikaze=9  
EMP=3  
TeamMoney=2  
DisarmC4=4  
BlownFuse=5  
Promote=4  
EMPStorm=3
```

if you need support about this version of scripts.dll then please visit www.wittebolx.com/forum
Note: This version of scripts.dll is ServerSide only, meaning: DONT replace this file with the client version!

updated this post so it includes the source.
(im not happy about that, but then again i learned from others to) thx reborn for the reminder.

Source

File Attachments

1) [WGC Addon.rar](#), downloaded 325 times

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [HeavyX101- Left](#) on Tue, 01 Jul 2008 04:15:45 GMT
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Great work guys! I'm surely gonna use it

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [jonwil](#) on Tue, 01 Jul 2008 04:31:01 GMT
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Please release the source code to this dll in accordance with the scripts.dll license.

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 06:58:27 GMT
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jonwil wrote on Tue, 01 July 2008 06:31 Please release the source code to this dll in accordance with the scripts.dll license.

done

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [jnz](#) on Tue, 01 Jul 2008 07:00:44 GMT
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Not many people will use it without the source.

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 07:06:33 GMT
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RoShamBo wrote on Tue, 01 July 2008 09:00 Not many people will use it without the source.

source added

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [reborn](#) on Tue, 01 Jul 2008 07:41:51 GMT
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wittebolx wrote on Tue, 01 July 2008 02:58jonwil wrote on Tue, 01 July 2008 06:31Please release the source code to this dll in accordance with the scripts.dll license.

then delete this topic, sorry im not posting any source because it took me forever to figure things out.

also, i dont wanna see my source screwed up and then get massive spam pm's about helping people to fix there problems while they edit the source.

i'm just adding a more tactical gameplay by posting some of my scripts i use in my server.

and i belive its up to me if i release my source of not.

if you dont agree and you feel my post must be deleted because of that, then please delete it.

im just supporting a dying game by uploading this dll

That is so selfish, if it took you forever to figure things out, then release the code so other people can "get it" too.

It's attitudes like this that kill the "dying game".

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 08:10:50 GMT
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done. (link to source is available)

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [reborn](#) on Tue, 01 Jul 2008 10:11:35 GMT
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wittebolx wrote on Tue, 01 July 2008 04:10done. (link to source is available)

Nice one dude, it's the right thing to do

It's not like you're ever going to get rich on this game or simple coding (in comparison to most things), so it's better to share and help other people learn too. It will make other peopl ehappy and just maybe increase the longevity of the game

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [mr£ÄŞÄ-z](#) on Tue, 01 Jul 2008 10:29:40 GMT
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I didnt noticed that i helped

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 10:46:06 GMT
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madrackz wrote on Tue, 01 July 2008 12:29I didnt noticed that i helped

remember the drop vehicle scripts? the txt file for in the data folder? you gave me a working example, i just edited to my liking and added it for every vehicle.

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [mr£Ä\\$Ä-z](#) on Tue, 01 Jul 2008 13:28:53 GMT
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Oh kay

Subject: Re: Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Fri, 16 Jan 2009 08:29:24 GMT
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bump -mod release forum
