
Subject: Renegade SSMods Archive

Posted by [marcin205](#) on Wed, 10 Sep 2008 22:26:08 GMT

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Hi all anybody have this? im try download these from this site but link is broken thanks
<http://www.renevo.com/files/folders/ren/entry680.aspx>

An archive of past server-side mods for Renegade written by Vloktboky. Included: Various archives of Dragonade, Server-Side AOW, Server-Side CTF, Server-Side Snipers, Server-Side Infantry Only, Capture the Mobius, Deathmatch, Siege, Playland Scripts, and Black-Cell Forward source.

Subject: Re: Renegade SSMods Archive

Posted by [wittebolx](#) on Thu, 11 Sep 2008 22:39:31 GMT

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yep took some time to find it again.

<http://www.wittebolx.com/downloads/RenegadeSSMods.zip>

<http://www.wittebolx.com/downloads/LuaEngine.zip>

i believe you asked for both..

Subject: Re: Renegade SSMods Archive

Posted by [marcin205](#) on Fri, 12 Sep 2008 02:17:31 GMT

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thx

Subject: Re: Renegade SSMods Archive

Posted by [wittebolx](#) on Fri, 16 Jan 2009 08:28:01 GMT

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bump -mod release forum

Subject: Re: Renegade SSMods Archive

Posted by [reborn](#) on Sat, 17 Jan 2009 10:58:06 GMT

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They need to be attached to the post, rather than links to your site.

Subject: Re: Renegade SSMods Archive

Posted by [mr£Ä\\$Ä-z](#) on Sat, 17 Jan 2009 11:25:55 GMT

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Im working on a own VET sytem with some ccol functions i think im gonna release it then

Subject: Re: Renegade SSMods Archive

Posted by [reborn](#) on Sat, 17 Jan 2009 12:05:37 GMT

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Download the SSGM version for reborn that I released on the reborn forums a while back. It contains the source code to the veteran system that Reborn uses. It's based on the same veteran code I released on these boards a long time ago, but has been extended to reward people who repair stuff too, and some other nice features using the little white text in the top left hand corner to send players messages about there veteran status.

The source code also contains allot of other neat features.

<http://cncreborn.planetcnc.gamespy.com/forum3/viewtopic.php?f=2&t=2477>

Subject: Re: Renegade SSMods Archive

Posted by [mr£Ä\\$Ä-z](#) on Sat, 17 Jan 2009 12:26:00 GMT

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Very nice work reborn Thanks very much

```
class RTCChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Settings->EnableRTC) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
}
};
ChatCommandRegistrant<RTCChatCommand>
RTCChatCommandReg("!Swap",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class RTC2ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (Settings->EnableRTC) {
RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
}
};
ChatCommandRegistrant<RTC2ChatCommand>
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```
RTC2ChatCommandReg("!SWAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class RTC3ChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        if (Settings->EnableRTC) {  
RequestTeamChange(Get_Player_Name_By_ID(ID));  
        }  
    }  
};  
ChatCommandRegistrant<RTC3ChatCommand>  
RTC3ChatCommandReg("!swap",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

You can cutt the code with "!Swap;!swap;!SWAP"

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        }  
    }  
};  
ChatCommandRegistrant<RTC3ChatCommand>  
RTC3ChatCommandReg("!Swap;!swap;!SWAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

anyway, im gonna use my VET system for normall Points, no VET Points

Subject: Re: Renegade SSMods Archive
Posted by [Mackinsey](#) on Sat, 17 Jan 2009 22:17:39 GMT
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```
class RTCChatCommand : public ChatCommandClass {  
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RTC3ChatCommandReg("!Swap;!swap;!SWAP",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

anyway, im gonna use my VET system for normall Points, no VET Points

He already knows that...

<http://www.renegadeforums.com/index.php?t=msg&th=31489&start=0&rid=2> 3751

Subject: Re: Renegade SSMods Archive
Posted by [mr£ÄŞÄ-z](#) on Sat, 17 Jan 2009 22:23:04 GMT
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Didnt saw the post
