
Subject: [Plug-in] SSGM2.02 AntiSpawnKill BETA
Posted by [reborn](#) on Thu, 16 Apr 2009 09:33:49 GMT
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ReadMe:

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc_renegade.
It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

This is the first release version and probably has some bugs in it, with feedback I will fix bugs found.

This plug-in allows the server owner to stop people from Spawn Killing players. There is a configurable SpawnKill.ini file included which allows the server owner to choose how long they wish for newly spawned players to remain un-killable for. This setting is a floating point value, so fractions of seconds are possible. I encourage each server owner to find there preferred amount of time. The .ini file is set to 0.3 seconds, but I am guessing each server owner has a different idea as to what is best for them.

This plug-in should be compatible with any renegade server, and it shouldn't matter if you have a different default spawner. I've tried to make it as bug free, exploit free and compatible as possible, but please mention anything you might find.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.

If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code. Don't be selfish, release the source code.

I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.

You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

[Plugins]

01=randomrotation

You will also need to add the SpawnKill.ini file to your server folder.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

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Subject: Re: [Plug-in] SSGM2.02 AntiSpawnKill BETA
Posted by [DynaFrom](#) on Thu, 16 Apr 2009 10:09:41 GMT
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reborn wrote on Thu, 16 April 2009 04:33ReadMe:

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you better finish the Reborn mod

Subject: Re: [Plug-in] SSGM2.02 AntiSpawnKill BETA
Posted by [YazooGang](#) on Thu, 16 Apr 2009 10:48:23 GMT
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This is good! Nice job.
