Subject: [Plug-in] SSGM2.02 CharacterRefund BETA
Posted by reborn on Thu, 16 Apr 2009 11:52:14 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 second release version and probably has some bugs in it, with feedback I will fix bugs found.

This plug-in is based on the system first created by black-cell. It give players there money back for there purchased characters.
This means that if you are a mobius character that costs 1000 credits, and you then purchase a rifle soldier, you'll notice your credits increase by 1000.
This plug-in gets the costs of characters directly from the objects file. You do not need an objects file on your server for this to work, it just means
that if you do have a modified objects file witht he characters costs all changed, it'll still work. It will refund the players the money that you have modified yourself.
Now with the second release version comes an .ini file that youcan set the fraction of the refund given to the player. So you could set it to 0.5 for example
and the player would only recieve half there credits back.

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=characterrefund
You'll also need to add CharacterRefund.ini supplied to your servers directory. This is where you can configure the refund fraction.

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.

Download

Small video demonstration

Subject: Re: [Plug-in] SSGM2.02 CharacterRefund BETA
Posted by Lone0001 on Thu, 16 Apr 2009 19:45:14 GMT
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Nice but in my opinion it should msg you when you're refunded.

Subject: Re: [Plug-in] SSGM2.02 CharacterRefund BETA
Posted by ChewML on Thu, 16 Apr 2009 21:30:03 GMT
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Is the refund rate changeable?

Like refund half the price, so 500 back for 1000, or any other percentage someone would want.

I know I have seen some severs have it like that.

Subject: Re: [Plug-in] SSGM2.02 CharacterRefund BETA
Posted by reborn on Fri, 17 Apr 2009 01:07:38 GMT
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Lone0001 wrote on Thu, 16 April 2009 15:45Nice but in my opinion it should msg you when you're refunded.

I'm not so convinced. On the Black-cell servers this change in gameplay become second nature to me... I used to switch characters all the time, I think I would of become annoyed if I was constantly paged.
It's from memory, it may well of paged me. but I don't think it's really that needed. It's super easy to do it though, anyone using the plug-in can add just one small line of code to do that.
If a server owner asks for it, i'll add it, but I'm not sure about it myself.
Thanks for the input though. I was starting to wonder if anyone was actually interested.

ChewML wrote on Thu, 16 April 2009 17:30Is the refund rate changeable?

Like refund half the price, so 500 back for 1000, or any other percentage someone would want.

I know I have seen some severs have it like that.

You're right, it should have that. I'll make an update to include this.

Subject: Re: [Plug-in] SSGM2.02 CharacterRefund BETA
Posted by reborn on Sat, 18 Apr 2009 11:44:37 GMT

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reborn wrote on Thu, 16 April 2009 21:07
You're right, it should have that. I'll make an update to include this.

As promised. I've now added version 1.1 so that an .ini file is included where you can configure the refund fraction.