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Subject: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [reborn](#) on Fri, 17 Apr 2009 01:00:34 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 players sell there vehicles using a chathook. The following are acceptable strings for players to type:

!sellveh

!SV

!SELLVEH

!SellVeh

!sv

!sellvehicle

!SELLVEHICLE

!SellVehicle

The vehicle locks itself and ejects all players when this happens, but if the vehicle is destroyed or stolen, or your re-enter the vehicle, then it halts the sale.

The server owner can configure the percentage of money refunded to the player in the SellVeh.ini file. It's default is 0.5.

The server owner can also set how long it takes for the sale to complete, this is currently set to ten seconds.

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=SellVeh
```

You will also need to add the SellVeh.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.

Download

Small movie demonstration

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA

Posted by [Xpert](#) on Fri, 17 Apr 2009 02:21:14 GMT

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How come you didn't keep the piece of code in that only allowed the user to sell their vehicle if it is near their Vehicle Factory or Infantry Factory? =o

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA

Posted by [havoc9826](#) on Fri, 17 Apr 2009 04:19:26 GMT

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Actually, on Black-Cell it was just that you couldn't sell it within a certain distance of the enemy base.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA

Posted by [Xpert](#) on Fri, 17 Apr 2009 05:07:18 GMT

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I was just referring to the one reborn made along time ago where he made it so it only works if you're near your own Vehicle or Infantry factory.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA

Posted by [reborn](#) on Fri, 17 Apr 2009 11:31:22 GMT

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Xpert wrote on Thu, 16 April 2009 22:21How come you didn't keep the piece of code in that only allowed the user to sell their vehicle if it is near their Vehicle Factory or Infantry Factory? =o

The code I released on here a while ago had errors in it. Whilst it may look similar, there is a different approach to selling the vehicle. The script for example is attached to the vehicle itself rather than the player, and the global boolean is not there (which was totally wrong).

Plus that code was written as a test for CNCReborn, and the barracks/Hand was merely a placeholder for the vehicle depot.

CNCReborn won't use that system, It'll probably use something like, if not the same system as APB for selling them.

But that's the reason why it was written like that with the proximity to the barracks. I saw no reason to add that functionality this time round.

havoc9826 wrote on Fri, 17 April 2009 00:19 Actually, on Black-Cell it was just that you couldn't sell it within a certain distance of the enemy base.

I know you was replying to Xpert, but just to address this, I wasn't super keen on adding that functionality in. It would of been possible to do, and I did consider it, but I wasn't sure of the right distance to use anyway.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [havoc9826](#) on Sat, 18 Apr 2009 03:28:10 GMT

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reborn wrote on Fri, 17 April 2009 04:31 havoc9826 wrote on Fri, 17 April 2009 00:19 Actually, on Black-Cell it was just that you couldn't sell it within a certain distance of the enemy base.

I know you was replying to Xpert, but just to address this, I wasn't super keen on adding that functionality in. It would of been possible to do, and I did consider it, but I wasn't sure of the right distance to use anyway.

I did a little thinking last night, and then I found the DA wiki on archive.org (the original was never restored after the last BC website crash). It turns out that the distance from enemy base thing I was thinking of was for the supply crate drop, not the !sellveh command, which could be used anywhere but ran the risk of enemies stealing it much more easily if you try it while in their base. Man, I've been out of the BC server for too long now.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [reborn](#) on Sat, 18 Apr 2009 09:06:14 GMT

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Oh really? Yeah you're right. Strange how we both thought the same thing.

That commander system is going to be annoying. I'm positive that in the end it was integrated into the stats/bot so that players with a history of playing in the server and winning allot became the commander. I am not going to be able to reproduce that, it would mean writing a plug-in for brenbot/some other regulator too.

I reckon I'll get it pretty much perfect other then that part though, they'll just have to get voted in.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [reborn](#) on Sat, 18 Apr 2009 11:25:50 GMT

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New version has been added, fixed some bugs with loading values from the .ini file.

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [havoc9826](#) on Sat, 18 Apr 2009 17:16:05 GMT  
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Actually, BC's commander was picked by randomly choosing between any identified mods, and then between any VIPs if there were no identified mods (for those of you who don't know, you could hide your mod status in BC until you wanted to /r !identify). Stats had nothing to do with this one, but people who played better were more often voted commander.

Edit: Here's the link to the archive.org backup of the BC Wiki. Should make things a bit easier.

[http://web.archive.org/web/20071223085235rn\\_1/wiki.black-cell.net/index.php/Main\\_Page](http://web.archive.org/web/20071223085235rn_1/wiki.black-cell.net/index.php/Main_Page)

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Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA  
Posted by [Genesis2001](#) on Sun, 19 Apr 2009 04:24:34 GMT  
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havoc9826 wrote on Sat, 18 April 2009 10:16: Actually, BC's commander was picked by randomly choosing between any identified mods, and then between any VIPs if there were no identified mods (for those of you who don't know, you could hide your mod status in BC until you wanted to /r !identify). Stats had nothing to do with this one, but people who played better were more often voted commander.

Edit: Here's the link to the archive.org backup of the BC Wiki. Should make things a bit easier.

[http://web.archive.org/web/20071223085235rn\\_1/wiki.black-cell.net/index.php/Main\\_Page](http://web.archive.org/web/20071223085235rn_1/wiki.black-cell.net/index.php/Main_Page)

/me pokes black-cell's wiki to be restored

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