This was requested by Spooney for marathon and clan war servers where skipping the map is needed. Much more info explained in the 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 a first release version and might have some bugs in it, please report these bugs and I will attempt to fix them.

This plug-in is designed so that a team can voluntarily give-up the map. A player initiates the surrender by typing "!Giveup".
Then teammates can either vote on this by typing !surrender yes or !surrender no. You can configure how long the vote lasts for in the surrender.ini file, and
also by how many votes it has to win by before the team surrenders.

!Giveup, !GIVEUP and !giveup are all valid commands to initiate the surrender vote. As are !Surrender, !SURRENDER and !surrender when voting.
These chat hooks where used because other systems and regulators use !vote.

There is some infomation in the surrender.ini file that will help you understand the configuration.

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.
I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code
or add your own code, then release it.

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=surrender

You'll also need to add surrender.ini supplied to your SERVERs directory. This is where you can configure all the settings for the veteran system.

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

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by mrÃ£Ã§Ä·z   on Sat, 09 May 2009 16:20:43 GMT
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Nice idea!

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by Spoony on Sat, 09 May 2009 22:41:48 GMT
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many thanks!

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by T0RN on Sun, 10 May 2009 13:25:56 GMT
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Sounds cool. Gonna put it on my server

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by Prulez on Sun, 10 May 2009 13:39:38 GMT
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NeW2PiLLz wrote on Sun, 10 May 2009 15:25Sounds cool. Gonna put it on my server
Correction: I am going to put it on your server.

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by T0RN on Sun, 10 May 2009 16:11:41 GMT
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Prulez wrote on Sun, 10 May 2009 09:39NeW2PiLLz wrote on Sun, 10 May 2009 15:25Sounds cool. Gonna put it on my server
Correction: I am going to put it on your server.

 Thank you

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by lion on Sun, 10 May 2009 16:19:47 GMT
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Got it up and running. Works fine as far as I can see. Thx alot.

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by reborn on Fri, 02 Oct 2009 12:39:32 GMT
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Spoony requested a small update, version 1.1 is on here:
http://spencerelliott.co.uk/downloads.html

Adds a couple more configurable options for server owners, like percentage needed to win instead of a static value, and also introduces a new rule, which is percentage of players that must participate in the vote for it to be considered...

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by Stallion on Sun, 06 Apr 2014 21:17:50 GMT
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I was just thinking of this for my server, anyone have a copy I can get? would be a waste to have to write it when it's already out there..

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by reborn on Tue, 08 Apr 2014 09:23:15 GMT
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It was written for SSGM 2.02. I still have the source uploaded somewhere, but you'll need to port it to TT.

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by shaitan on Fri, 11 Apr 2014 12:49:49 GMT

Don't ask me what the difference was, I can't even remember why I downloaded them all.

```
File Attachments
1) BetaSurrenderSystemPluginWin321.22.zip, downloaded 345
times
2) BetaSurrenderSystemPluginWin321.21.zip, downloaded 338
times
3) BetaSurrenderSystemPluginWin321.2.zip, downloaded 329 times
4) BetaSurrenderSystemPluginWin321.1.zip, downloaded 330 times
5) BetaSurrenderSystemPluginWin32.zip, downloaded 364 times
```

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by reborn on Fri, 11 Apr 2014 14:01:57 GMT

I just found all of them the other day too. Basically everything from my old site (for what it's worth).

Obviously BetaSurrenderSystemPluginWin321.22.zip is the one you'll want to look at.

Subject: Re: [Plug-in] SSGM2.02 SurrenderSystem BETA
Posted by OuTSMoKE on Sun, 11 May 2014 18:33:44 GMT

Isn't this "!poll gameover" with different command names? or is it ONLY the team that initiates the vote that can vote?