I added a little more code to the plug-in that Error requested. He mentioned he would be releasing a mod where the map ends when all players are on the same team, I thought the idea had merit and decided to write it and release it as a plug-in. I have no idea when Error will be making his mod public, or even if he will release it with this plug-in, but I thought the idea sounded cool...

It is essentially a mini mod, a small new game mode. Nothing too complicated, will probably get boring if there are not many players in the server, and even if there are allot of players, it might get boring quickly anyway... I'm not sure.
But it didn't take long to add a few lines to the existing version I wrote this morning, so why not release it..?

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 has been written based on some Error said to me about changing a players team on death, and when all players are on the same team, the map has been won.
It basically only works if there is more then one player in the server.
It has messages explaining the mode, but they only play if there is someone in the server.
A player has to be killed by an enemy for his team to change. Once all players are on one team, that team wins the map.

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=changeteamondeathminimod.dll

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

If people like the idea, I will probably write a sister version to the mode. Something along the lines of a mutant player at the start of the map, and he has to turn all the other players into mutants too, and the other players have "lives", but the amount of lives depends on how many players are in the server. The idea just came to me...

Subject: Re: [Plug-in] SSGM2.02 ChangeTeamOnDeathMiniMod BETA
Posted by Omar007 on Mon, 06 Jul 2009 14:27:29 GMT
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Awesome work

Nice idea Error

Subject: Re: [Plug-in] SSGM2.02 ChangeTeamOnDeathMiniMod BETA
Posted by ErroR on Tue, 07 Jul 2009 13:48:54 GMT
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it's kinda like mutation game mod with viceroids, and yeah sure i will release it, you know me but i wasn't sure if it's worth releasesing. At the moment i'm in England and can;t do anything from here but i'll be back in 2 weeks.
Edit: i will make nod as mutant team, simply change the logos and le stuff.. and dump all in a .pkg

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