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Subject: SSGM Plug-in Console Commands  
Posted by [reborn](#) on Sat, 05 Sep 2009 18:12:34 GMT  
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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 probably has some bugs in it, with feedback I will fix bugs found.

This plugin has been very largely based on the old Black-cell release.  
Just going to show how ahead of there time they was, and still today there code is relevant and can be recycled...

The following is a list of currently supported commands, and how to use them:

To use the following commands you have to create a file called "ConsoleCommand.txt" with one of the below commands in it, then drop it into the servers directory.

An example is in the download, and there is a movie in the gallery section of [www.spencerelliott.co.uk](http://www.spencerelliott.co.uk) showing you manually how to do it.

However, this is better left for regulators to take advantage of.

command getplayerobjectid playerID// Put the player ID number at the end, and a file called outputdump.txt will be updated, it will contain the players name, followed by there playerID, then there objectID

command attachscript ObjectID scriptname parameters //

Commands->Attach\_Script(Commands->Find\_Object(ID),Text[3].c\_str(),Text[4].c\_str());

command kill number // consider number like this: Commands->Find\_Object(number); Where number is the objectID

command setcredits ObjectID amount // Fairly self explanatory

command givecredits ObjectID amount // Fairly self explanatory

command givepoints ObjectID amount // Fairly self explanatory

command destroy number // consider number like this: Commands->Find\_Object(number); Where number is the objectID

command forceoccupantexit ObjectID Seatnumber

command forceoccupantsexit number // Where number is the objectID number (obviously needs to be a vehicle)

command setpos ObjectID Xnumber Ynumber Znumber

command createobj ObjectID presetname amount//First ObjectID is the object that defines where you want it spawned, presetname is the name of the preset you want to spawn, and amount is how many of these you want to spawn.

command teamchange ObjectID newteamnumber

command sethealth ObjectID healthnumber

command setarmor ObjectID healthnumber

command distrans objectID // disables the transitions of the vehicle, ObjectID clearly needs to be

a vehicle

command entrans objectID // enables the transitions of the vehicle, ObjectID clearly needs to be a vehicle

command setanim ObjectID animationname // doesn't loop anim

command setanim2 ObjectID animationname // loops anim

command movepos objectID Xnumber Ynumber Znumber

command attach ObjectID bonename modelname

command givepowerup ObjectID powerupname

command givepowerup2 playername powerupname

command sendmessage ObjectID message //Not a pm, youre sending a custom...

//Commands->Send\_Custom\_Event(0,Commands->Find\_Object(ID),Message,0,0);

command setshield ObjectID shieldtypename //blamo etc etc

command cinematic ObjectID cinematicname // ObjectID is what you want the cinematic attached to.

command cinematic2 Xnumber Ynumber Znumber cinematicname //Creates an invis object at that location and attaches cinematic to it.

command freezeplayer ObjectID // player has no control

command unfreezeplayer ObjectID // Player is given control

command setmodel ObjectID modelname

command resetpoints ObjectID // sets a players points to zero

command resetcredits ObjectID

command disablephysics ObjectID //disable collisions

command enablephysics ObjectID // enable collisions

command makespy ObjectID // sets the object to be invisible to base defenses //

Commands->Set\_Is\_Visible(Commands->Find\_Object(ID),false);

command dropweapons ObjectID // clears a players weapons

command giveteampoints ObjectID pointsnumber // gives the player some points, but also gives all team mates the same amount of points too

command changecharacter ObjectID characterpreset

command teamnumber damageamount warheadname ObjectID // ObjectID is the gameobject of the damager

command repairbuildings teamnumber repairamount

command setmaxhealth ObjectID maxhealthnumber

command setmaxarmor ObjectID maxarmornumber

command setmaxhealthpercent ObjectID percentamount // sets the health of the object based on it's maxhealth

command setmaxarmorpercent ObjectID percentamount // sets the health of the object based on it's maxarmor

command grantrefill ObjectID

command grantpowerup powname

command flymode ObjectID // toggles fly mode for the player

command enablestealth ObjectID booleanflag //

Commands->Enable\_Stealth(Commands->Find\_Object(ID),boolflag); //booleanflag should either be true or false. true for enabling stealth.

command damageobjectshalf // damages all buildings by 250.0f

command teleport ObjectID ObjectID //first ObjectID is the player to teleport, second ObjectID is the player to teleport too

command pt PlayerID //displayes the PT for the players team. Takes a player ID only, not an

ObjectID

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 and 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=ConsoleCommands
```

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.

I was going to make the first release allot slicker. With an asynchronous system that didn't rely on disk based files. Plus even more commands. However, I decided to release it like this to see if it is actually used or not or anyone feels it's worth pursuing. If anyone actually likes it or uses it I'll probably spend some time down the road making it better. But for now, this is how it is...

Can be found on my site here:

<http://spencerelliott.co.uk/downloads.html>

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Lone0001](#) on Sat, 05 Sep 2009 18:34:02 GMT  
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Nice, you should link to the actual file though.

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [reborn](#) on Sat, 05 Sep 2009 18:40:17 GMT  
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I probably should. But to hell with it...

Not too much of a trade off really, a simple link to the site that I would like to become popular (which requires no registration and a very fast download, plus is very easy to navigate and has the added advantage of showing all the other plug-ins I've ever released on there in one neat list), and in return a free product that is actually worth downloading. Plus I cannot attach a movie that is that large on this forum which is also on there and related to it.

Bah, shhh, No one else commented on my shameless promotion. If I'm lucky no one else will notice

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Gen\\_Blacky](#) on Sat, 05 Sep 2009 20:51:43 GMT  
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Good Job Reborn, I will have fun with this

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Sladewill](#) on Sun, 06 Sep 2009 06:50:59 GMT  
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nice work

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [lion](#) on Sun, 06 Sep 2009 15:37:27 GMT  
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Looks very usefull!

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [DeathC200](#) on Sun, 06 Sep 2009 16:01:10 GMT  
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perfect release just the thing i have been waiting for keep up the good work my friend .

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Subject: Re: SSGM Plug-in Console Commands

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Posted by [Catalyst](#) on Sun, 06 Sep 2009 16:18:57 GMT

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Very Nice, i hope to intergrate this into the Ascended Warriors APB FDS Somehow the little shits keep bugging me for !spectate

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Subject: Re: SSGM Plug-in Console Commands

Posted by [Sladewill](#) on Sun, 06 Sep 2009 17:01:23 GMT

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er reborn maybe u could make into some kind of proper console command next time

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Subject: Re: SSGM Plug-in Console Commands

Posted by [Ethenal](#) on Sun, 06 Sep 2009 17:52:29 GMT

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Sladewill wrote on Sun, 06 September 2009 12:01er reborn maybe u could make into some kind of proper console command next time

Well, it's kinda difficult when you have a bunch of morons with the console command code saying "I can't release it, it's too much of a security risk." Yeah, totally true, even though it's on the server side, dickheads.

If I had access to such code, I would gladly release the source to Reborn as well as anybody else, but since I don't have the assembly skills, it's at the mercy of the people that do. Who, as you have seen, would prefer to hoard it for themselves.

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Subject: Re: SSGM Plug-in Console Commands

Posted by [Hex](#) on Sun, 06 Sep 2009 18:02:35 GMT

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Ethenal wrote on Sun, 06 September 2009 18:52bunch of morons

Ethenal wrote on Sun, 06 September 2009 18:52dickheads.

Why thank you

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Subject: Re: SSGM Plug-in Console Commands

Posted by [cAmpa](#) on Sun, 06 Sep 2009 18:04:40 GMT

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Hex wrote on Sun, 06 September 2009 20:02Ethenal wrote on Sun, 06 September 2009 18:52bunch of morons

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Ethenal wrote on Sun, 06 September 2009 18:52 dickheads.

Why thank you

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [jnz](#) on Sun, 06 Sep 2009 18:07:09 GMT  
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Ethenal wrote on Sun, 06 September 2009 18:52 Who, as you have seen, would prefer to hoard it for themselves.

I have released a lot of code, including the said console command stuff. Including hooks for damage/chat/bunch of other stuff, and what did I get for that? lol you take a guess, because now I no longer release any code if I can. That is why I made Hooks.dll

Oh, and...

cAmpa wrote on Sun, 06 September 2009 19:04 Hex wrote on Sun, 06 September 2009 20:02 Ethenal wrote on Sun, 06 September 2009 18:52 bunch of morons

Ethenal wrote on Sun, 06 September 2009 18:52 dickheads.

Why thank you

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [dr3w2](#) on Sun, 06 Sep 2009 19:42:55 GMT  
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jnz wrote on Sun, 06 September 2009 13:07 Ethenal wrote on Sun, 06 September 2009 18:52 Who, as you have seen, would prefer to hoard it for themselves.

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Oh, and...

cAmpa wrote on Sun, 06 September 2009 19:04 Hex wrote on Sun, 06 September 2009 20:02 Ethenal wrote on Sun, 06 September 2009 18:52 bunch of morons

Ethenal wrote on Sun, 06 September 2009 18:52dickeheads.

Why thank you

^^ this

Also jnz and campa = win

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Gen\\_Blacky](#) on Sun, 06 Sep 2009 22:44:57 GMT  
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I don't see what would be so bad in relaseing the console command code, but I guess I don't know everything that it can do since im not a coder.

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [raven](#) on Mon, 07 Sep 2009 09:44:42 GMT  
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andr3w282 wrote on Sun, 06 September 2009 14:42jnz wrote on Sun, 06 September 2009 13:07Ethenal wrote on Sun, 06 September 2009 18:52Who, as you have seen, would prefer to hoard it for themselves.

I have released a lot of code, including the said console command stuff. Including hooks for damage/chat/bunch of other stuff, and what did I get for that? lol you take a guess, because now I no longer release any code if I can. That is why I made Hooks.dll

Oh, and...

cAmpa wrote on Sun, 06 September 2009 19:04Hex wrote on Sun, 06 September 2009 20:02Ethenal wrote on Sun, 06 September 2009 18:52bunch of morons

Ethenal wrote on Sun, 06 September 2009 18:52dickeheads.

Why thank you

^^ this

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Sladewill](#) on Mon, 07 Sep 2009 14:18:41 GMT  
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why doesnt someone explain why it cannot be release with evidence

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [Hex](#) on Mon, 07 Sep 2009 15:05:10 GMT  
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Well the main thing is that the original person that 'supplied' others with said source requested that it not be released, I for one respect others requests.

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Subject: Re: SSGM Plug-in Console Commands  
Posted by [dr3w2](#) on Mon, 07 Sep 2009 19:25:27 GMT  
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Hex wrote on Mon, 07 September 2009 10:05Well the main thing is that the original person that 'supplied' others with said source requested that it not be released, I for one respect others requests.

This pretty much sums it up right here. I have some source code that could be easily be given out and would cause no problems or damage at all but the original writer of it requested to keep it to myself and I don't go giving out other peoples work behind their back.

The stuff I wrote myself would cause more damage then good so I keep that private as well.

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