
Subject: [SSGM Plugin] Extra Console Commands
Posted by [iRANian](#) on Sun, 04 Sep 2011 20:21:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin adds extra console commands to the FDS, these console commands were taken from Xpert's modified SSGM. This plugin was made by request, figure'd I made as well release it even though it doesn't have much use.

To install, place 'extra_console_commands.dll' inside your FDS folder and add an entry for 'extra_console_commands' under the [Plugin] section of ssgm.ini

File Attachments

1) [Extra Console Commands SSGM Plugin v1.1.zip](#), downloaded 206 times

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [reborn](#) on Sun, 04 Sep 2011 23:02:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://game-maps.net/staff/reborn/BetaRealConsoleCommands.zip>

Quote:

changecharacter <player id> <character preset> - changes the players character to the preset specified.
givepow <player id> <power-up preset> - gives a power-up to a player.
setpos <player id> <x> <y> <z> - moves player to specified position.
givecredits <player id> <value> - gives specified credits to a player.
givepoints <player id> <value> - gives specified points to a player.
setcredits <player id> <value> - sets a players credits to the value specified.
setpoints <player id> <value> - sets a players points to the value specified.
dropweapons <player id> makes a player drop there weapons.
unfly <player id> makes a player unable to fly.
fly <player id> makes a player able to fly.
unfreeze <player id> un-freezes a player so they have no control.
freeze <player id> freezes a player so they have no control.
kill <player id> kills the player, and the veh if they're driving one.
unattach <player id> <script> - Removes a script from a player.
attach <player id> <script> <parameters> - Attaches a script to a player.
setposobject <object id> <x> <y> <z> - moves an object to specified position given the object ID.
destroyobject <object id> destroys an object given the object ID.
createobject <presetname> <x> <y> <z> creates a GameObject * at given cords.
cinematic <object id> <cinematic.txt> attaches a cinematic text file to an object.
cinematic2 <player ID> <cinematic.txt> creates a cinematic event given the cinematic.txt file name at the players current location.
cinematic3 <x> <y> <z> <cinematic.txt> creates a cinematic event given the cinematic.txt file

name at the given location.

setmodel <player id> <model name> sets the model of a player given the player ID (don't use the .w3d extension).

setmodelobject <object id> <model name> sets the model of an object given the object ID (don't use the .w3d extension).

disablephysicsobject <object id> disables the physics of an object.

enablephysicsobject <object id> enables the physics of an object.

bdignoreobject <object id> essentially turns the object into a \"spy\", base defenses will ignore the object.

bdunignoreobject <object id> base defenses no longer ignore the object if they was ignoring it before.

blockharv <team> will block the harvester on the team specified (0 = Nod and 1 = GDI) if one is present.

unblockharv <team> will un-block the harvester on the team specified (0 = Nod and 1 = GDI) if one is present.

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [iRANian](#) on Sun, 04 Sep 2011 23:03:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well damn, your site is down.

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [reborn](#) on Sun, 04 Sep 2011 23:05:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Feel free to browse...

<http://game-maps.net/staff/reborn/>

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [Distrbd21](#) on Wed, 23 May 2012 05:21:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can this be used for 4.0?

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [ExEric3](#) on Wed, 23 May 2012 05:46:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

DistrbdSt0rm21 wrote on Wed, 23 May 2012 07:21 Can this be used for 4.0?

I think its already ported.

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [Distrbd21](#) on Wed, 23 May 2012 05:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

no I tried !fly ;p

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [ExEric3](#) on Wed, 23 May 2012 06:00:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

DistrbdSt0rm21 wrote on Wed, 23 May 2012 07:59 no I tried !fly ;p

You have already source code. So look on it.

Subject: Re: [SSGM Plugin] Extra Console Commands
Posted by [iRANian](#) on Wed, 23 May 2012 06:36:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

A port of this is included with SSGM 4.0.
