Subject: [SSGM 4.0 Plugin] Suicide 5 Min Wait
Posted by iRANian on Sun, 05 Feb 2012 17:47:26 GMT
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With this plugin running a player can only suicide every 5 minutes. The hooking code and original hook were written by Hex, the new hook was written by Whitedragon.

Doesn't work if you're using other code that hooks suicides.

File Attachments
1) Suicide 5 Min Wait v4.zip, downloaded 355 times

Subject: Re: [SSGM 4.0 Plugin] Suicide 5 Min Wait
Posted by Reaver11 on Sun, 05 Feb 2012 18:03:18 GMT
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Good job!

Subject: Re: [SSGM 4.0 Plugin] Suicide 5 Min Wait
Posted by iRANian on Tue, 27 Mar 2012 16:38:48 GMT
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Uploaded v2, it contains extra logging when memory hooking doesn't work and it contains a fix for the following issue (which caused the plugin to fail on Windows 2003 Server and Windows XP):

Quote:Windows Server 2003 and Windows XP: The size of the PROCESS_ALL_ACCESS flag increased on Windows Server 2008 and Windows Vista. If an application compiled for Windows Server 2008 and Windows Vista is run on Windows Server 2003 or Windows XP, the PROCESS_ALL_ACCESS flag is too large and the function specifying this flag fails with ERROR_ACCESS_DENIED. To avoid this problem, specify the minimum set of access rights required for the operation. If PROCESS_ALL_ACCESS must be used, set _WIN32_WINNT to the minimum operating system targeted by your application (for example,
#define _WIN32_WINNT _WIN32_WINNT_WINXP
). For more information, see Using the Windows Headers.

Subject: Re: [SSGM 4.0 Plugin] Suicide 5 Min Wait
Posted by iRANian on Wed, 27 Jun 2012 07:53:20 GMT
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Uploaded v3, it ccntains a different suicide hook that Whitedragon made as the previous one crashes under beta 5.

Subject: Re: [SSGM 4.0 Plugin] Suicide 5 Min Wait
Posted by iRANian on Mon, 02 Jul 2012 16:27:12 GMT
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Uploaded v4, I forgot to make suiciding take all the player's credits.