Subject: [SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA
Posted by iRANian on Sun, 04 Mar 2012 21:39:31 GMT
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This plugin will show a message "<player name> might be Beacon deploy sound spamming" if a player walks around holding the left mouse button while having a beacon out for 5-8 seconds (in the process creating beacon game objects that get destroyed because he's walking), when this happens for every player the beacon deploy sound gets played which is really annoying.

THIS IS A UNTESTED PLUGIN, USE AT YOUR OWN RISK. To install place BeaconDeployDetection.dll in the root FDS folder and at an entry in the [Plugins] section of SSGM.ini.

You can contact me at renegadeforums.com under the nick iRANian.

File Attachments
1) Beacon Deploy Spam Detection SSGM 4.0 Plugin.zip, downloaded 284 times

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Subject: Re: [SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA
Posted by Xpert on Sun, 04 Mar 2012 22:10:37 GMT
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Not shitting on the plugin or anything, but isn't it possible to just detect in gamelogs on CREATE:OBJECT "if ($istok(CnC_Beacon_NukeStrike CnC_Beacon_IonCannon,$4,32))" to see if the person attempted a beacon deployment? That's what I do.

<CloudyServ> [Beacon] Ion Cannon Beacon attempted (erlogin).
<CloudyServ> [Beacon] Ion Cannon Beacon attempted (erlogin).
<CloudyServ> [Beacon] Ion Cannon Beacon deployed (erlogin).

Other than that, good plugin

Subject: Re: [SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA
Posted by iRANian on Sun, 04 Mar 2012 22:43:57 GMT
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Yeah, this plugin simple checks the object creation of beacons and if there are too many in a small time it detects it as deployment sound spam.