Subject: [SSGM 4.0 Plugin] Crates
Posted by Xpert on Fri, 06 Jul 2012 16:22:55 GMT
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Yes there is a crates plugin already in SSGM but it lacks certain crates that many have seen in servers before. Some include the Kamikaze, God, Money Multiplier, Blown Fuse, Big Boom and more. I also edited the timer for the crate to spawn 1 minute after it's last pickup. In time, I plan on adding additional settings and also changing the PPAGE stuff to color messages so iRan can be happy

NOTE: I took out the gay Uber Wire Crate and replaced the Tiberium Death crate with a Tiberium Shield crate. There's too much death crap as it is.

Quote:
Created by Xpert from Atomix
irc.ax-games.net
www.ax-games.net

CREDITS
Thanks to Black-Cell's original concept and idea for a lot of the crates.

DESCRIPTION
This plugin will allow you to replace those yellow boxes ingame with special
crates. I added sounds to certain crate events so it won't be so plain and
also extended information for the _CRATE SSGM header.

CHANGELOG

V1 - Release

Installation

Place this in the ssgm.ini plugins list of course. Below is what should be in your
SSGM.ini for the crate settings.

[Crates]

; --- ---
; -- Crate Related Settings

; --- ---
; NOTE: crates.dll plugin required

; EnableCrates=
;
; Decides if there will be ANY crates, both old and new, on the map.

EnableCrates=1

; EnableNewCrates=
;
; Decides if there will be new crates, if this is set to 0 and EnableAllCrates is set to 1, normal/old crates will spawn.
; New Crates turn those little yellow boxes into a lottery-based system that can help turn the tide of any game,
; and can lead to some pretty fun times.
; Crate log messages will use the "_CRATE" header.

EnableNewCrates=1

; AllowVehCrates=
;
; If set to 1, vehicles will be allowed to pick up crates. If new crates are disabled, this will always be set to 1.

AllowVehCrates=0

; Crate percent configuration.
;
; Controls crate percentages for all maps.
; If you want to disable a specific crate, set it to 0 or leave it blank. Make sure the total sum is 100, or SSGM
; will use its defaults.

Weapon=9
Money=9
Points=9
Vehicle=7
MoneyMultiply=4
BlownFuse=4
BigBoom=4
Death=2
Tiberium=2
Ammo=5
Armor=5
Health=5
Character=7

ButterFingers=3
Kamikaze=2
Spy=3
God=1
Stealth=3
Refill=7
Beacon=4
Thief=2
AmmoRegen=2
HumanSilo=1

File Attachments
1) crates.dll, downloaded 243 times
2) SSGM4.0_Crates_Plugin_v1.rar, downloaded 233 times

Subject: Re: [SSGM 4.0 Plugin] Crates
Posted by Ani on Fri, 06 Jul 2012 17:48:04 GMT
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Excellent releases recently Xpert.

Subject: Re: [SSGM 4.0 Plugin] Crates
Posted by reborn on Sat, 07 Jul 2012 07:29:48 GMT
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You might want to look at the crates here:

http://spencerelliott.co.uk/downloads/BetaCratesPluginWin321.0.zip

Some additional crates:

CrateMoneyMultiplicator=2
CrateSpeedySolider=2
CrateBasePower=2
CrateTiberianShield=3
CrateSecondWind=3
CrateKamikaze=3
CrateRubberVest=2
CrateMutantHiJacker=1
CrateIonStorm=2
CrateHealingAura=3
CrateEMPGun=1
CrateDisArmProxy=2
CrateHealthGen=2

CrateTeamHeal=2

Subject: Re: [SSGM 4.0 Plugin] Crates
Posted by Xpert on Sat, 07 Jul 2012 08:28:43 GMT
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reborn wrote on Sat, 07 July 2012 03:29You might want to look at the crates here:

http://spencerelliott.co.uk/downloads/BetaCratesPluginWin321.0.zip

Some additional crates:

CrateMoneyMultiplicator=2
CrateSpeedySolider=2
CrateBasePower=2
CrateTiberianShield=3
CrateSecondWind=3
CrateKamikaze=3
CrateRubberVest=2
CrateMutantHiJacker=1
CrateIonStorm=2
CrateHealingAura=3
CrateEMPGun=1
CrateDisArmProxy=2
CrateHealthGen=2
CrateTeamHeal=2

Thank you. I'll look into those after I'm done working on a few other stuff.

Subject: Re: [SSGM 4.0 Plugin] Crates
Posted by Xpert on Mon, 09 Jul 2012 06:38:30 GMT
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Apparently I forgot to include the .dll file with this download. I uploaded it and updated my first post.