
Subject: [SSGM 4.0 Plugin] Reserved Slots
Posted by [iRANian](#) on Wed, 18 Jul 2012 16:06:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin will allow authorized players to join the server when it's full. You can configure a list of authorized players by name. As a side-effect of this plugin, when the server is full it'll show the max player count as being one slot higher than it actually is on XWIS, GSA and other code aren't affected by this. This plugin doesn't play nicely with other stuff that changes the player limit.

You can contact me under the nick 'iRANian' on renegadeforums.com.

Thanks to StealthEye for suggesting the current method I'm using to implement this.

To install place 'ReservedSlots.dll' in your root FDS folder, then add an entry for it under [Plugins] in ssgm.ini, then to the bottom off ssgm.ini add and configure the following:

```
[ReservedSlots_ReservedList]
;List of names that are allowed to join when server is full
01 = Host
02 = Renegade
03 = Unnamed
```

File Attachments

1) [Reserved Slots SSGM 4.0 Plugin BETA.zip](#), downloaded 220 times

Subject: Re: [SSGM 4.0 Plugin] Reserved Slots
Posted by [Gen_Blacky](#) on Wed, 18 Jul 2012 16:12:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice idea. Should just call you mr asm.

Subject: Re: [SSGM 4.0 Plugin] Reserved Slots
Posted by [iRANian](#) on Wed, 18 Jul 2012 16:31:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just a simple workaround for cGameData member variables being protected/private.
