
Subject: [SSGM] PlayerSwap.dll
Posted by [roszek](#) on Wed, 02 Jul 2014 21:14:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin is based on the reborn swap plugin.

For some reason there were issues with the swap plugin where players who didn't type !swap were being swapped (happened to me quite a few times). I think maybe this had to do with player IDs?

Anyways I wrote this plugin cuz why not. :/

How it works:

!swap allows you to swap teams with another player or change teams if no one else is in the server, it will also auto balance the teams if they are uneven (swap you with no one). the swap command can only be used once per player per level.

A time limit can be set which will disable the swap command for all players per level after the time has expired.

ssgm.ini

[PlayerSwap]

SwapTimeLimit=180

The time is set in seconds so 180 seconds (3 minutes)

Setting the time to 0 will disable the time limit.

!cswap allows you to cancel your swap request if you decide to. You can use the !swap command again after doing a cancel.

This was a bit rushed but I think it works the way it is supposed to

File Attachments

1) [PlayerSwap.rar](#), downloaded 161 times

Subject: Re: [SSGM] PlayerSwap.dll
Posted by [zunnie](#) on Wed, 02 Jul 2014 21:32:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good stuff.

reborns plugin was alright with the exception of the bug after a gameover where it would sometimes swao ppl over when they didnt type swap..

Subject: Re: [SSGM] PlayerSwap.dll

Posted by [Xpert](#) on Thu, 03 Jul 2014 00:43:31 GMT

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

I fixed this along time ago but I think I forgot to send it to TT LOL.

File Attachments

1) [Swap.dll](#), downloaded 153 times

Subject: Re: [SSGM] PlayerSwap.dll

Posted by [roszek](#) on Thu, 03 Jul 2014 03:58:04 GMT

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

That would have been helpful That's okay because I like the idea of manually canceling a swap request.

Subject: Re: [SSGM] PlayerSwap.dll

Posted by [Xpert](#) on Thu, 03 Jul 2014 04:35:13 GMT

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

roszek wrote on Wed, 02 July 2014 23:58That would have been helpful That's okay because I like the idea of manually canceling a swap request.

Does that in mine when you just type !swap again. Also have it where you're swapped to the other team if teams are unbalanced.

Not trying to slam your topic lol. I just didn't know people had this issue still in the current build in TT XD

But good job nonetheless.

Subject: Re: [SSGM] PlayerSwap.dll

Posted by [reborn](#) on Thu, 03 Jul 2014 11:26:23 GMT

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

Cool!
