Subject: [SSGM 4.0 Plugin] Where's My Beacon
Posted by Xpert on Mon, 27 Aug 2012 22:30:44 GMT

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This plugin is the 4.0 version of reborn's original plugin "Defend My Beacon" for the old SSGM, which can be found here
http://www.renegadeforums.com/index.php?t=msg&th=36861&start=0&rid=2 0487

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

CREDITS
Thanks to reborn for original concept

DESCRIPTION
This plugin will make a player say in team chat when they have placed a beacon and will say near what building if it's legit. This concept of the plugin uses the actual client's name with TMSG rather than the old way of a color message that non-script users couldn't see.

- PLAYERNAME: The beacon I deployed is FAKE.
- PLAYERNAME: I deployed a FAKE beacon near the BUILDINGNAME.
- PLAYERNAME: Please help DEFEND my beacon near the BUILDINGNAME!

CHANGELOG

V1 - Release


```
File Attachments
1) SSGM4.0_Wheres_My_Beacon_Plugin.rar, downloaded 109 times
```

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by raven on Mon, 27 Aug 2012 23:45:27 GMT

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like++;

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by iRANian on Tue, 28 Aug 2012 06:08:50 GMT

Does it check the distance from a building via checking building meshes or via checking the distance of the controller? If it's the latter if you place a beacon on the strip part of the Airstrip it'll say it's fake.

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by iRANian on Tue, 28 Aug 2012 06:21:00 GMT

try using these

```
void        BuildingGameObj::Find_Closest_Poly (const Vector3 &pos, float *distance2);
int         BuildingGameObj::Building_In_Range(const Vector3 &point, float range); //return 0 for
no, 1 for yes and 2 for MCT in range
```

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by iRANian on Tue, 28 Aug 2012 06:26:28 GMT

Find_Closest_Building() will return a NULL pointer on maps without buildings, probably causing the server to crash if you deploy a beacon on it.

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by iRANian on Tue, 28 Aug 2012 06:30:00 GMT

Get_Translated_Preset_Name_Ex() allocates a string on the heap, you're not delete[]'ing that so you're leaking memory.

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by iRANian on Tue, 28 Aug 2012 06:35:16 GMT

You should be fine with using the DamageRadius of the beacon explosions + 2.0f. 15+2 for the Ion Cannon's explosion, so a lot less than 30 (if you use the distance from mesh and not building controller)

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by saberhawk on Wed, 29 Aug 2012 08:01:11 GMT

Building_In_Range is significantly less expensive than Find_Closest_Poly, so please don't use the latter unless you actually need to know the distance value.

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by Hawk on Sun, 16 Sep 2012 19:08:58 GMT

Was just thinking bout this, thank you

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by liquidv2 on Mon, 17 Sep 2012 20:52:28 GMT

can you rename it Dude Where's My Beacon

Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon
Posted by Jerad2142 on Tue, 18 Sep 2012 12:49:53 GMT

saberhawk wrote on Wed, 29 August 2012 02:01Building_In_Range is significantly less expensive than Find_Closest_Poly, so please don't use the latter unless you actually need to know the distance value.
He could always put it on a separate thread, it's not like the chat message needs to be sent instantly after all, some delay would be acceptable I'm sure.