Subject: [SSGM mod]Modified Scripts.dll by WittebolX
Posted by wittebolx on Tue, 01 Jul 2008 04:08:10 GMT
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Modified Scripts.dll by WittebolX
with a little help from Roshambo, Hex, Reborn and madrockz

if you are done hosting AOW/TDM/CCTF/or whatever, then try this
this dll contains some extra's that brings a brand new tactic to the game.

Veteran PLugin:

!vet = gives current Veteran info
Level 10 = changes you into a Mutant Raveshaw Boss.
Level 09 = activates a local Ion Storm towards your enemy.
Level 08 = Power Down Basewide, Base both gdi and nod will loose power for 1 minute.
Level 07 = activates a local Airstrike towards your enemy
Level 06 = EMP Pulse Basewide
Level 05 = gives you a Kamikaze Suit. (when you die, you will die with a BiG BANG)
Level 04 = gives you a Ramjet Rifle
Level 03 = gives you some Reinforcements on your location.
Level 02 = gives you a Chaingun
Level 01 = gives you some Proxy Mines

Vehicles: (all Nod vehicles require the Airstrip to be online, GDI Vehicles require the Warfactory to be online.
If you are getting sick of walking back to a pt to get a vehicle, then these commands are a nice solution.

!recon = $300
!demotruck = $1000
!gditransport = $900
!nodtransport = $900
!apache = $900
!orca = $900
!buggy = $300
!truck = $100
!car = $100
!nodapc = $500
!arty = $500
!light = $700
!flamer = $800
!stank = $900
!hummer = $400
!gdiapc = $500
!mrls = $500

!med = $800
!mammy = $1500

Aslo added some extra crates, please copy paste the code below in order to get all the crates working.
file that needs to be edited: SSGM.INI

; 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.

[Crates]
Weapon=13
Money=4
Points=8
Vehicle=4
Death=2
Tiberium=4
Ammo=4
Armor=2
Health=4
Character=8
ButterFingers=3
Spy=3
Stealth=3
Refill=3
Beacon=3
Thief=2
kamikaze=9
EMP=3
TeamMoney=2
DisarmC4=4
BlownFuse=5
Promote=4
EMPStorm=3

if you need support about this version of scripts.dll then please visit www.wittebolx.com/forum
Note: This version of scripts.dll is ServerSide only, meaning: DONT replace this file with the client version!

updated this post so it includes the source.
(im not happy about that, but then again i learned from others to) thx reborn for the reminder.

Source

File Attachments

1) WGC Addon.rar, downloaded 415 times