Subject: [Plug-in] SSGM2.02 Veteran BETA 2.0 Posted by reborn on Fri, 08 May 2009 21:11:24 GMT View Forum Message <> Reply to Message

I did not add all the features that I had planned, mainly the distribution of points. But the source code is lying there in the points distribution system for anyone to pick-up and add themselves. It might make a nice project for some trying to learn, I dunno...

There is also allot of commented code in there that only needs a little tweaking. I really hope someone finishes this off.

I would of finished it all off, but the decision was based on time constraints and to be honest, getting bored of the veteran system itself.

It's still a really massive improvement on the last version though, and very configurable... Infact there was not allot that didn't make it really.

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc_renegade. It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

This is a second release version and probably has some bugs in it, with feed-back I will address these issues.

This plug-in is based on the system first created by black-cell. However, it has been developed to be configurable for server owners so that they might

set it up in a unique way for there own server.

There is allot of infomation in the veteran.ini and veter2.ini that will help you understand the configuration.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.

If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code. Don't be selfish, release the source code.

I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.

I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code

or add your own code, then release it.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.

You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

[Plugins] 01=veteran

You'll also need to add veteran.ini and veteran2.ini supplied to your SERVERs directory. This is where you can configure all the settings for the veteran system.

Any cinematic files you make for the lability command will need to go in the servers data folder.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

ini files..

Quote: [General]

; This setting is the amount of health/armor a player has to repair before they are awarded a bonus veteran point. 200 is a pretty decent number for the average server. reppointsneeded=200

; This setting sets how many veteran points the power plant is worth PowerPlantVetWorth=25

; This setting sets how many veteran points the refinary is worth RefinaryVetWorth=25

; This setting sets how many veteran	points the AG	GT & Obilisk	is worth
DefenceVetWorth=25			

; This setting sets how many veteran points the barracks and hand of Nod is worth InfantryFactoryVetWorth=25

; This setting sets how many veteran points the Weapons factory and Air-Strip is worth VehicleFactoryVetWorth=25

; This setting has been added because there are often other buildings used in fan maps or other mods. If the destroyed building does not fall into any of the above lists ; then the vet worth will defualt to this value. AnyOtherBuildingVetWorth=25

This setting defines the amount of veteran points that are needed before a player reaches

veteran level one. AmountOfVetPointsNeededForLevelOne=30

;This setting defines the amount of veteran points that are needed before a player reaches veteran level two. AmountOfVetPointsNeededForLevelTwo=60

;This setting defines the amount of veteran points that are needed before a player reaches veteran level three.

AmountOfVetPointsNeededForLevelThree=100

This setting defines how many veteran points disarming a beacon is worth BeaconVetWorth=5

;This setting defines how many veteran points disarming a remote c4 is worth RemoteC4VetWorth=1

;This setting defines how many veteran points disarming a timed c4 is worth TimedC4VetWorth=1

;This setting defines how many veteran points disarming a proxyimity mine is worth ProximityC4VetWorth=1

;To not grant players any increase, you can set these values to 0.

; Please note, that whilst the player will see there health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal

; values are. This means players with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is.

; For some players this effect may look strange. They may even think they are cheaters. You may wish to not increase there health and armor at all, but rather use

; the health/armor regen settings below ...

;This setting defines the percent increase a level 1 veteran player recieves on there characters armor

ArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there characters armor

ArmorIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there characters armor

ArmorIncreasePercentAtLevel3=7

;This setting defines the percent increase a level 1 veteran player recieves on there characters health

HealthIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there characters health

HealthIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there characters health

HealthIncreasePercentAtLevel3=7

; These settings determine if veteran players recieve a health and armor regen on there character and there vehicle if they have one.

VeteranPlayersCharacterRegens=1 VeteranPlayersVehicleRegens=1

; If the above settings are set to 1, then the following settings determine how frequently there vehicle or character regens health and armor, and by what amount it heals by ; each time. And at each level of veterancy. This rates effect both the vehicle rate or healing and the character at all three levels of veterancy.

;This is how many seconds it takes between health increases LevelOneRegenRate=2

; This is the amount of health/armor the players character or vehicle is healed by each time LevelOneRegenAmount=1

;This is how many seconds it takes between health increases LevelTwoRegenRate=2

; This is the amount of health/armor the players character or vehicle is healed by each time LevelTwoRegenAmount=2

;This is how many seconds it takes between health increases

LevelThreeRegenRate=2

; This is the amount of health/armor the players character or vehicle is healed by each time LevelThreeRegenAmount=3

;To not grant players any increase, you can set these values to 0.

; Please note, that whilst the player will see there vehicles health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal ; values are. This means players vehicles with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is. ; For some players this effect may look strange. They may even think they are cheaters.

VehicleArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles armor

VehicleArmorIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles armor

VehicleArmorIncreasePercentAtLevel3=7

;This setting defines the percent increase a level 1 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel3=7

; These settings define what weapons (if any) that you wish to grant veteran players at certain veteran levels. You can grant more then one if you like.

; However, be careful not to make veteran players too over-powered. Remember, they are being rewarded because they are good players.

; Although this is intended for weapons, you are actually giving them power-up's. You can infact give them any power-up you want here instead (or aswell)

; as weapons. Although most of the awesome power-up's are actually broken, Grenade vest, stealth suit, double damage etc etc.

; An example of a weapon power-up would be "POW_RepairGun_Player".

[Level1Weapons] 01=POW_RepairGun_Player [Level2Weapons] 01=POW_RepairGun_Player

[Level2Weapons] 01=POW_RepairGun_Player

; These settings determine which preset has a veteran value and depending on the list you add it to, what that value is (they can have a value of 1,2,3,4,5 or 6). All the

; presets listed in VetWorth1 have a veteran value of 1.

; This system has been set up so that you can assign which preset you want to have a veteran value (only works for presets that are buildings, characters, buildings, c4 or beacons)

; The added advantage of this system (which to be honest I think is quite clever) is that you can add or remove presets. Meaning if you made a server side mod that changes the

; flamethrower character to the secret chef character, you could still have the chef give veteran points by looking up his preset name and adding it to one of the lists below.

; It also means you could remove all of the entries I made here, and replace them with presets from a standalone mod, such as APB or Reborn.

; In theory, if the server is capable of running SSGM, then you could make this system work for any mod past, preset or future.

; Obviously you can add entries to any of these lists, but remember to increase the number by one prefixing the entry first.

; If you place the same preset name in more then one list, then it's veteran value will default to the list with the most veteran value. But doing this is not recomended.

; Only place presets in here you actually want to have a veteran worth. If this is being used for APB for example, then remove all the renegade presets.

[VetWorth1]

01=CnC_GDI_Engineer_0 02=CnC_GDI_Grenadier_0 03=CnC_GDI_MiniGunner_0 04=CnC_GDI_RocketSoldier_0 05=CnC_Nod_Engineer_0 06=CnC_Nod_FlameThrower_0 07=CnC_Nod_Minigunner_0 08=CnC_Nod_RocketSoldier_0

[VetWorth2] 01=CnC_GDI_Grenadier_2SF 02=CnC_GDI_MiniGunner_1Off 03=CnC_GDI_MiniGunner_2SF 04=CnC_GDI_RocketSoldier_1Off 05=CnC_Nod_FlameThrower_2SF 06=CnC_Nod_Minigunner_1Off 07=CnC Nod Minigunner 2SF 08=CnC Nod RocketSoldier 10ff 09=CnC_Nod_RocketSoldier_2SF 10=CnC_Sydney 11=CnC_GDI_RocketSoldier_2SF 12=CnC_GDI_Humm-vee 13=CnC Civilian Pickup01 Secret 14=CnC_Civilian_Sedan01_Secret 15=CnC Nod Buggy 16=Nod Chameleon 17=CnC Nod Recon Bike 18=CnC Nod Transport 19=CnC_GDI_Transport 20=CnC_GDI_Harvester 21=CnC_Nod_Harvester 22=Nod_Turret_MP_Improved 23=Nod Turret MP 24=Nod Turret 25=GDI Guard Tower [VetWorth3] 01=CnC GDI Engineer 2SF 02=CnC_Ignatio_Mobius 03=CnC_Ignatio_Mobius_ALT2 04=CnC_GDI_MiniGunner_3Boss 05=CnC Nod FlameThrower 3Boss 06=CnC_Nod_Minigunner_3Boss 07=CnC Nod RocketSoldier 3Boss 08=CnC_Nod_Technician 0 09=CnC_Sydney_PowerSuit 10=CnC GDI APC 11=CnC GDI MRLS 12=CnC_Nod_APC 13=CnC_Nod_Mobile Artillery 14=CnC_GDI_MiniGunner_3Boss_ALT2 15=CnC GDI MiniGunner 3Boss ALT3 16=CnC_GDI_MiniGunner_3Boss_ALT4 17=CnC Sydney PowerSuit ALT2 18=CnC Nod FlameThrower 3Boss ALT2 19=CnC Nod FlameThrower 3Boss Petrova 20=Nod FlameThrower 3Boss alt 21=CnC Nod MiniGunner 3Boss ALT2 22=Nod Minigunner 3Boss alt 23=CnC_Nod_RocketSoldier_3Boss_ALT2 24=CnC Nod RocketSoldier 3Boss Secret

[VetWorth4] 01=CnC GDI Medium Tank 02=CnC_Nod_Light_Tank 03=CnC_Nod_Flame_Tank 04=CnC_Nod_Apache 05=CnC_GDI_Orca

[VetWorth5] 01=CnC_GDI_Mammoth_Tank 02=CnC_Nod_Stealth_Tank

; I added this entry because although I never set any preset to a value of 6, when I used to mod with level edit I always wished there was a "spare" preset

; or some other preset that I could use, some blank entry of sorts. This entry allows for that. Perhaps if you have a crate that turns a player into some sort

; of super bad-ass preset then a vet value of 6 might be justified. It may be redundant, but it's doing any harm just sitting there...

[VetWorth6]

Quote: [General]

; This setting defines if the veteran players can make use of the lability command. More

infomation in the readme.txt AbilityEnabled=1

;This setting is defines how long a veteran player must wait before they can use the !ability command again. It is in seconds. AbilityReloadTime=300.0f

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.

; You need to include the .txt file extension too. For example NodRVC_med.txt

; This has been set-up in this manor so that server owners can write there own cinematic files for each veteran level unique to there own server.

Level1AbilityCinematicFilename=

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.

; You need to include the .txt file extension too. For example NodRVC_med.txt Level2AbilityCinematicFilename=

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.

; You need to include the .txt file extension too. For example NodRVC_med.txt Level3AbilityCinematicFilename=

NOT IN USE YET

; This setting toggles whether or not whether veteran characters should have a medal attached to them or not.

;AttachMedalsToVeterans=1

; This setting defines which presets should not have the medal attached to them (probably just the stealth black hand (but if this plug-in is used for a total conversion mod, ; then maybe others...).

;[InfantryThatShouldNotHaveMedal] ;01=CnC_Nod_FlameThrower_2SF

; This setting allows you to turn the medal into whatever model you like. This is done so it may work with total conversion mods, or to just let you change the medals

; model if you want to... Do not inlcude the w3d file extension, it will crash the server if you do. ; Veteran level 1 model name

;Level1MedalModelName=p_armedal

; Veteran level 2 model name ;Level2MedalModelName=p_hemedal

; Veteran level 3 model name ;Level3MedalModelName=p_hemedal

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