TNaismith wrote on Tue, 07 December 2010 02:45This PLECOS Mod sounds interesting, it sounds like a server will have specifically run/switch to this PLECOS Mod in order to activate it as a gameplay mode for players?

Will the official Roleplay2 server be involved in that case, or will it be up to independed server owners to be hosting the PLECOS Mod if they desire it?
Right now it is a configure file, but I'm going to make the file have plenty of options, the server will be able to trigger PLECOS Mode on the following events amongst others:
*FORCE_PLECOS_MODE_AFTER_NUMBER_OF_ROUNDS: 0 Means that this will never be used to factor whether this round will be PLECOS mode or not. If the value is set to 1, every other round will be PLECOS mode, if set to 2 every two rounds will be PLECOS mode, etc. If -1 it is still every other round, however if -2 it will be 1 normal RP2 round after every two PLECOS mode rounds, etc.
*CHANCE_ROUND_IS_PLECOS_MODE: Value between 0 - 100, 100 means it will also be a PLECOS mode server, 0 means never, if it is between 0 and 100 its random percent chance that it will be PLECOS mode.
*PLECOS_MODE_MIN_START_TIME: This is the minimal amount of time PLECOS mode can wait to start if this round has been selected as a PLECOS mode round.
*PLECOS_MODE_MAX_START_TIME: This is the max amount of time PLECOS mode can wait to start if this round has been selected as a PLECOS mode round. (Not random if min and max are the same).

There will be a lot more options than this, but this is just to give you the general idea.