Subject: [SSGM 4.0 Plugin] VeteranSystem ALPHA
Posted by iRANian on Sun, 04 Mar 2012 21:35:37 GMT
View Forum Message <> Reply to Message

This is a port of the veteran system from the OnOeS renegade regulator made by Hex, jnz and pvtschlag. I rewrote parts of it to resemble the n00bless veteran system plugin for SSGM 2.0.2 released by Hex. It includes regeneration, discounts, health+armour increases and veteran commands. The following commands are available:

!vetpoints - !vp ; Shows how many vet points the player executing the command has
!weapon - !weap ; Will give the player a random weapon from his team, if he is a level 3 veteran
!character - !char ; Will give the player a random character from his team, if he is a level 4 veteran
!vehicle - !veh ; Will give the player a random vehicle from his team, if he is a level 5 veteran

The values associated with every veteran level are currently hard-coded as this is an ALPHA RELEASE. It might crash your server randomly as it isn't tested and it also might contain bugs. I've included the source code, although it looks like a mess.

To install, place VeteranSystem.dll in your root FDS folder and add an entry under the [Plugins] section in SSGM.ini. Then at the bottom of SSGM.ini add:

[VeteranSystem_Tiers]
;If a soldier preset is missing the code defaults the preset to 'low tier', this section controls how many vet point(s) a character is worth
; 1 = low tier, 2 = mid tier, 3 = high tier
CnC_GDI_MiniGunner_0=1   ;Shooter
CnC_GDI_RocketSoldier_0=1   ;Shotgunner
CnC_GDI_Grenadier_0=1   ;Grenadier
CnC_GDI_Engineer_0=1   ;Engineer
CnC_GDI_MiniGunner_1Off=1   ;Officer
CnC_GDI_RocketSoldier_1Off=1   ;Rocket Soldier
CnC_Sydney=1   ;Tib Sydney
CnC_GDI_MiniGunner_2SF=2   ;Deadeye
CnC_GDI_RocketSoldier_2SF=2   ;Gunner
CnC_GDI_Grenadier_2SF=2   ;Patch
CnC_GDI_MiniGunner_3Boss=3   ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT2=3 ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT3=3   ;Havoc
CnC_GDI_MiniGunner_3Boss_ALT4=3   ;Havoc
CnC_Sydney_PowerSuit=3   ;PIC
CnC_Sydney_PowerSuit_ALT2=3 ;PIC
CnC_Ignatio_Mobius=3   ;Mobius
CnC_Ignatio_Mobius_ALT2=3   ;Mobius
CnC_GDI_Engineer_2SF=3   ;Hotwire

CnC_Nod_Minigunner_0=1 ;Shooter
CnC_Nod_RocketSoldier_0=1 ;Shotgunner
CnC_Nod_FlameThrower_0=1 ;Flamethrower

```
CnC_Nod_Engineer_0=1   ;Engineer
CnC_Nod_Minigunner_1Off=1 ;Officer
CnC_Nod_RocketSoldier_1Off=1 ;Rocket Soldier
CnC_Nod_FlameThrower_1Off=1  ;Chem Sprayer
CnC_Nod_Minigunner_2SF=2  ;Black Hand Sniper
CnC_Nod_RocketSoldier_2SF=2  ;Black Hand Laserchaingunner
CnC_Nod_FlameThrower_2SF=2  ;SBH
CnC_Nod_Minigunner_3Boss=3  ;Sakura
CnC_Nod_Minigunner_3Boss_ALT2=3 ;Sakura
CnC_Nod_RocketSoldier_3Boss=3  ;Raveshaw
CnC_Nod_RocketSoldier_3Boss_ALT2=3  ;Raveshaw
CnC_Nod_FlameThrower_3Boss=3 ;MENdoza
CnC_Nod_FlameThrower_3Boss_ALT2=3 ; MENdoza
CnC_Nod_Technician_0=3 ;Technician
```

File Attachments

1) VeteranSystem SSGM 4.0 Plugin.zip, downloaded 433 times