Subject: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Sun, 08 Mar 2009 13:46:30 GMT
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Readme:

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).

The idea and concept of this plug-in was founded on the fantastic renegade servers that Black-cell run for many years.
It could be argued that it is plagerism, however, I hope people see it as I intend for it to be seen; a testament to them.
You should check out there website at www.black-cell.net They really are the founders and un-sung heroes of what we have today.

It is the first release version and probably has some bugs in it, the purpose of the release is to gain feedback, improve on it, and release a full version.
I say a full version, because although this version contains most of the ground work, the reward system is merely a placeholder, and I would like to
make the whole thing more configurable for server owners.

I have not checked, but I would guess that this plug-in is not compatible with SSGM if you have the block refill setting turned on.

Source code has been included in this release. However, I have included it for two reasons:
1) To stay legal and compliant with the License set forth by Jonathan Wilson
2) To get feedback and help from other coders.

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 who would like a veteran system.
Please bare this in mind 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.

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

Players can check there vet status using:

!vet
!v
!vetinfo
!Vet
!VET
!V
!VetInfo
!VETINF

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The system rewards not only for player, vehicle and building kills, but also rewards for disarming timed c4, remote c4 and proxy c4, aswell as disarming beacons and repairing your base, team mates and team mates vehicles.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Sun, 08 Mar 2009 13:46:45 GMT
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Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Genesis2001 on Sun, 08 Mar 2009 13:51:17 GMT
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Nice work. nice to see another veteran system released.

This makes, what? 3 now?

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Sun, 08 Mar 2009 13:54:06 GMT
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I do not know of a released veteran system in the form of a plug-in. I know that wittlebolx released one that was tied into SSGM, and Hex released one that was removed. But that I know of, there was no formal release of a vet plugin with source code.
If there is, then it is not my intention to step on someones toes.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Genesis2001 on Sun, 08 Mar 2009 13:59:45 GMT
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Oh. lol, yea, as a plugin your vet system is the first as a plugin

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Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Gen_Blacky on Sun, 08 Mar 2009 15:07:42 GMT
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Yea this is awesome because its a plguin i will take a look at it.

Good Job

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by ExEric3 on Sun, 08 Mar 2009 17:08:09 GMT
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Thanks reborn.

And this plugin works with resurrection.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Ethenal on Tue, 10 Mar 2009 02:39:14 GMT
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You fucking rock, Reborn.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by YazooGang on Tue, 10 Mar 2009 23:31:35 GMT
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Nice man, i couldnt get this to work.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Tue, 10 Mar 2009 23:38:29 GMT
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YazooGang wrote on Tue, 10 March 2009 18:31Nice man, i couldnt get this to work.

Please explain in further detail.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Xpert on Wed, 11 Mar 2009 02:42:48 GMT
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I just have a minor suggestion for it. Can you make it so there is a config file for it so users get to choose the name of the rank, amount of points per vet level, etc... Stuff like that?
Other than that I think this is awesome.

Oh and forgot to add, like to show a command that shows the current veteran players.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Wed, 11 Mar 2009 07:24:09 GMT
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I do plan to make it more configurable for server owners. I'll make those suggestions the first of the changes to it when I get time to update it.
Thanks for the input.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by YazooGang on Wed, 11 Mar 2009 18:41:27 GMT
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reborn wrote on Tue, 10 March 2009 19:38YazooGang wrote on Tue, 10 March 2009 18:31Nice man, i couldnt make it work.

Please explain in further detail.
I mean that when you released the "code" i couldnt make it work, now when it ready it good! I did get THIS one to work.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by wittebolx on Fri, 13 Mar 2009 12:44:04 GMT

reborn wrote on Sun, 08 March 2009 14:54I do not know of a released veteran system in the form of a plug-in. I know that wittlebolx released one that was tied into SSGM, and Hex released one that was removed. But that I know of, there was no formal release of a vet plugin with source code.
If there is, then it is not my intention to step on someones toes.

Hey reborn,

Good Job!! Do you mind if i look at it and combine this with the veteran i'm currently using?
Again nice work!

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Fri, 13 Mar 2009 14:06:34 GMT

wittebolx wrote on Fri, 13 March 2009 07:44reborn wrote on Sun, 08 March 2009 14:54I do not know of a released veteran system in the form of a plug-in. I know that wittlebolx released one that was tied into SSGM, and Hex released one that was removed. But that I know of, there was no formal release of a vet plugin with source code.
If there is, then it is not my intention to step on someones toes.

Hey reborn,

Good Job!! Do you mind if i look at it and combine this with the veteran i'm currently using?
Again nice work!

No sweat man, go right ahead! Obviously I'd prefer you to release the source code and make a public release...
But yeah, no worries dude. The reward system could do with working on, it was only meant as a placeholder.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by wittebolx on Fri, 13 Mar 2009 14:31:19 GMT

reborn wrote on Fri, 13 March 2009 15:06wittebolx wrote on Fri, 13 March 2009 07:44reborn wrote on Sun, 08 March 2009 14:54I do not know of a released veteran system in the form of a plug-in. I know that wittlebolx released one that was tied into SSGM, and Hex released one that was removed. But that I know of, there was no formal release of a vet plugin with source code.
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Hey reborn,

Good Job!! Do you mind if i look at it and combine this with the veteran i'm currently using? Again nice work!

No sweat man, go right ahead! Obviously I'd prefer you to release the source code and make a public release...
But yeah, no worries dude. The reward system could do with working on, it was only meant as a placeholder.

Sure thing!
I first need to get a work around on the Bonus/Reward things you get with my current Vet, because the plugin is pretty empty compared to the scripts i have in SSGM, thats why i published the full works a few months ago. Ill keep you posted (MSN)

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Zuess on Sat, 14 Mar 2009 04:47:05 GMT
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Thanks for these three releases reborn, I was actually working on rtc for bot, but this is SOO much easier.

Just to let you know, I combined your rtc,veteran,backpack combo into one plugin, really didnt want to have to load 3 plugins.

A few other things I changed.

All - ini config to enable/disable any of the modules
Veteran - Killing own vehicle, un-owned vehicle, or same teams vehicle give you no vet stats.
Veteran - Added more ranks, made them all fully .ini configurable.
Veteran - Allow ability to see ranks of other
Backpack - .ini configuration to enable regular weapon drop and/or pimped weapon drop (RxD Server Only I assume)
Backpack - ini configurations of weapons that sbh cannot pick up

I will be testing on my server, once I make sure it dont make anything blow up in a nuclear fashion will release the code so other people can giggle at my coding style.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Sat, 14 Mar 2009 08:39:02 GMT
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I will be testing on my server, once I make sure it dont make anything blow up in a nuclear fashion will release the code so other people can giggle at my coding style.

There are a couple of other plug-in releases too, you could include them into one uber plug-in.

What you're working on sounds really really nice. I'm extremely happy you're going to release it too. Nice one, and good luck!

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Zuess on Sat, 14 Mar 2009 17:52:46 GMT
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Yeah I saw the new plugins you released.
Will probably incorporate them also.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Fri, 01 May 2009 18:53:55 GMT
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Out of all the plug-in's I released, this for me was the one I was hoping someone might pick up and create something even better. The reward system was always just a placeholder, and it never effected vehicles either, plus it isn't as configurable as I would of liked it.
For these reasons I am preparing a version 2.0 of it. For the other plug-in's any changes I have just called it 1.1 or something, but I intend to over-hual the entire thing and release as a second version. I thought I would mention this as it is sometimes difficult to incorperate peoples requests after the job has been done, so if anyone has any ideas, please say so.

The planned changes are:

Allow server owners to add or remove presets from the .ini file and assign them a veteran worth value.

Allow server owners to set how much repairing someone must do before they are rewarded a bonus repair point.

Allow the server owner to configure the amount of veteran points needed for each band of veterancy.

Veteran points distributed in the same way the points distribution plug-in works, i.e if they helped to half kill a building, then they recieve half the veteran points.

Allow the server owner to configure how many veteran points each building is worth.

Allow the server owner to configure how much (if any) of an armor and health increase percent the players get at each level of veterancy independantly.

Allow the server owner to configure how much of a discount a player receives (cash back) from character purchases, if any.

Attach medals to players that are veterans.

Allow server owners to change the percent of armor and health increase (if any) a vehicle being occupied by a veteran player is granted.

Allow the server owner to grant any additional weapon of there choosing to players that are veteran for each level of veterancy.

Allow the server owner to toggle on or off a setting that enables veteran players at a certain level to create a signal flare and attach a script to it which plays a cinematic file of the server owners choosing. This will allow the server owner to write there own cinematic files which will be triggered when the veteran player uses the chathook, in essence meaning the server owner has the ability to allow veteran players to call in airstrikes, ionstorms, supply drop-off's attach scripts to other objects and allot more too!

If this setting is turned on, then the server owner will also be able to choose how long between use the player has to wait before they can use it again.

I've been pumping out these plug-in's at quite a quick rate, but I've had time on my hands to do so, and allot of the code was recycled anyway from APB and Reborn. These changes and additions may take some time.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Xpert on Fri, 01 May 2009 20:16:23 GMT
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Jeez, you're adding all this from just playing 2 games in the server lol. Nice one!

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Genesis2001 on Sat, 02 May 2009 03:18:39 GMT
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reborn wrote on Fri, 01 May 2009 11:53Out of all the plug-in's I released, this for me was the one I was hoping someone might pick up and create something even better. The reward system was always just a placeholder, and it never effected vehicles either, plus it isn't as configurable as I would of liked it.
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I plan on doing some of this. It's taking me some time however atm. I'm doing a polling system in my server at the moment.

I'll ask the guy I'm making my plugin for if I can release it when I'm done.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by reborn on Sat, 02 May 2009 10:35:13 GMT
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Xpert wrote on Fri, 01 May 2009 16:16Jeez, you're adding all this from just playing 2 games in the server lol. Nice one!

Well, most of it I had planned anyway. Although the chathooks for veteran players was something I wasn't going to add. Which is why I will create a flare and let server owners write there own cinematics, it's too close to the servers that allow you to !buy stealth and !buy ramjet for my liking. It's almost my get out clause so I can take no blame when people start writing cinematics that are obviously ridiculous.
Plus this way it's in keeping with the dynamic theme it now has going...

Zack wrote on Fri, 01 May 2009 23:18
I plan on doing some of this. It's taking me some time however atm. I'm doing a polling system in my server at the moment.

I'll ask the guy I'm making my plugin for if I can release it when I'm done.

If you want to collaborate then I am all ears. I don't understand why you would need permission to release source code that you have written yourself though :S

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Genesis2001 on Sat, 02 May 2009 18:02:06 GMT
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reborn wrote on Sat, 02 May 2009 03:35Zack wrote on Fri, 01 May 2009 23:18
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I'll ask the guy I'm making my plugin for if I can release it when I'm done.

If you want to collaborate then I am all ears. I don't understand why you would need permission to release source code that you have written yourself though :S

I wrote it for a friend. It belongs to him.

Any rate, I can't release the source itself because of a few hooks that aren't mine to release.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Xpert on Sat, 02 May 2009 18:45:10 GMT
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Well the only chathooks that were apart of the veteran system you used were !char, !weapon, and !veh.

!weapon was for level 3, !char was for level 4, and !veh for level 5.

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Genesis2001 on Sun, 03 May 2009 03:31:29 GMT
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Xpert wrote on Sat, 02 May 2009 11:45you used

Who's that directed at?

Subject: Re: [Plug-in] SSGM2.02 veteran system BETA
Posted by Xpert on Sun, 03 May 2009 04:24:40 GMT
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At reborn. I meant "we use".