
Subject: [SSGM 4.0 Plugin] Screen Shake Console Command

Posted by [iRANian](#) on Tue, 17 Jul 2012 13:02:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

This plugin will add a console command to shake the camera violently for a player, if that player is running custom scripts.dll. The following console command is added:

SCREENSHAKE <ID> <DURATION> - Shakes the screen of a player for a variable DURATION.

To install place 'ScreenShakeConsoleCommand' in the root FDS folder and add an entry for it under [Plugins] in ssgm.ini.

You can contact me on renegadeforums.com under the nick 'iRANian'.

File Attachments

1) [Screen Shake Console Command SSGM 4.0 Plugin v1.zip](#),
downloaded 300 times

Subject: Re: [SSGM 4.0 Plugin] Screen Shake Console Command

Posted by [Lazy5686](#) on Wed, 18 Jul 2012 01:56:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

...
