Subject: [SSGM 4.0 Plugin] Unstuck Command
Posted by zunnie on Sun, 13 Jan 2013 14:38:22 GMT
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DOWNLOAD: http://multiplayerforums.com/index.php?/files/file/169-unstuck-command-plugin/

This plugin allows players to type !stuck or !unstuck to teleport them to the last known good location when they get stuck for some reason.
The last known good location is usually the location where they spawned at or last changed character. This includes the location of a crate in case they get the character crate.

If they are inside a vehicle while stuck it will be destroyed, they will be refunded the cost of that vehicle, and then teleported back to the last known good location.

You can configure a timer in the configuration for this command. The player must wait that time before they are actually teleported, you want to set this above 10 seconds usually to prevent them from 'quickly going back base' after a beacon has been placed for example.

Edit: Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then.

To use the plugin add it to your [Plugins] section like for example below:

[Plugins]
00=BanSystem.dll
01=Mute.dll
02=mpf_unstuck_plugin.dll

At the bottom of ssgm.ini add a section containing this to configure a global setting:

[Unstuck]
Unstuck_Timer=15

You can also configure it per map by adding entries like this for every map (mapnames are ALL lowercase):

[c&c_field.mix_Unstuck]
Unstuck_Timer=30

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by Dev* on Sun, 13 Jan 2013 16:38:38 GMT
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This sounds like something that can be used for abuse. Using "!stuck" in combat or in danger of

dying.

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by zunnie on Sun, 13 Jan 2013 17:47:41 GMT
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Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then.

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by EvilWhiteDragon on Sun, 13 Jan 2013 19:57:36 GMT
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zunnie wrote on Sun, 13 January 2013 18:47Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then.
Afaik StealthEye fixed TT in such a way that getting truly stuck is virtually impossible...

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by StealthEye on Sun, 13 Jan 2013 20:00:10 GMT
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No, it's still possible, just less likely.

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by zunnie on Sun, 13 Jan 2013 20:21:47 GMT
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EvilWhiteDragon wrote on Sun, 13 January 2013 14:57zunnie wrote on Sun, 13 January 2013 18:47Forgot to add that the plugin checks their current and stuck position, if they moved too much they wont be teleported back to their last good position. They are not really stuck then.
Afaik StealthEye fixed TT in such a way that getting truly stuck is virtually impossible...
It still happens sometimes on newer maps (or older if you like)...

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by Troll King on Mon, 14 Jan 2013 00:22:31 GMT
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The all known '!unstuck' / '!stuck' command.
I suggest you use Find_Teleport_Location and Can_Teleport(_Here) (dunno what it was again).

Instead of the current method you're using like what SirXeno said is true and will be abused.

EDIT: also Can_Teleport_And_Stand would be a good idea too...

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by ehhh on Mon, 14 Jan 2013 13:41:54 GMT
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happens on the mesa infantry wall and middle of walls.

Subject: Re: [SSGM 4.0 Plugin] Unstuck Command
Posted by Ethenal on Mon, 14 Jan 2013 18:13:26 GMT
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Troll King wrote on Sun, 13 January 2013 18:22The all known '!unstuck' / '!stuck' command.
I suggest you use Find_Teleport_Location and Can_Teleport(_Here) (dunno what it was again).
Instead of the current method you're using like what SirXeno said is true and will be abused.

EDIT: also Can_Teleport_And_Stand would be a good idea too...
Listen to this man. Can_Teleport_And_Stand is what Renegade's stock spawn system uses, and I don't know if you've noticed, but if you have enough spawn points on a map in Renegade, you never get stuck it's because of that function.

P.S. It may very well be a specific variant of the "Can_Teleport" functions, but I think it is indeed Can_Teleport_And_Stand.