Subject: SSGM Build Server plugin
Posted by nuker7738 on Mon, 03 Jun 2024 02:45:41 GMT
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Hey guys, I can't believe these forums are back, what a blast from the past!

I was feeling nostalgic the other day for those good old sandbox build servers, poked around and found these forums again. I had almost forgotten that 10 years ago I had asked for the source code to one of those server plugins and Agent graciously provided it.

Well, 10 years later and I've since lost that source code and the link is dead. It sounds silly, but a small part of me wants to see if I can spin up a build server and relive the good old days. Anyone still have a copy of that source code laying around, or know where I can find Agent?

Subject: Re: SSGM Build Server plugin
Posted by Agent on Tue, 18 Jun 2024 12:33:34 GMT
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Hello, just replied to your PM. I can usually be found on Discord. Sorry, it looks like the emails from this site go to spam, so I missed the message until I was going through my spam folder earlier xD

Just as a forewarning, it's really old code that probably requires very significant adjustments -- it was written before scripts 4.0 for example, and as a modification to SSGM rather than a proper plugin. The main remaining value is probably just as a reference for the offsets of the various assets/models.

Subject: Re: SSGM Build Server plugin
Posted by Unstoppable on Fri, 21 Jun 2024 11:04:33 GMT
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And here's an alternative written by me. Wrote it a while ago, not perfect but it works:
https://github.com/TheUnstoppable/BuildPlugin
This one may also interest you, allows people to save their contraptions and load them back:
https://github.com/TheUnstoppable/AreaSaver
Both of them require Dragonade, btw