Subject: How do you make plugins for ssgm?
Posted by AoBfrost on Mon, 09 Jul 2007 04:42:30 GMT
View Forum Message <> Reply to Message

I've been modding ssgm and was wondering how do you make a plugin? I've been modding source files which is sorta easy, hard sometimes, but I want to make a plugin so I dont need to recode scripts.dll everytime i upgrade ssgm to the newer one, so my question is, what do you do in c++ to make a plugin? is there any special coding needed? or do i just take gmscripts.cpp and other files i edit and add that into the plugin? I'm not 100% sure so if anyone will give me a basic plugin making guide, thanks....if not...i'll just keep editing source files and not update ssgm for a while...

Some basic stuff i did was add extra chars into random character crate such as petrova for gdi, and kane for nod, and changed the nuke crate into a ion crate which kills you with a quick blast of ion... these are things i want to make into a plugin, some others i havent started yet, but thats all i have done for now in a few hours.