
Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Sat, 25 Aug 2007 22:31:38 GMT
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Quote:SSGM Base defences 1.3

Defence options - this comes in 2 parts.

Enable extra defences.

This gives you the option to have extra defences on any map (Gun emplacements (AI controlled), Nod turrets and GDI towers). You can use a chance system of them being enabled using `ChanceDefences=xx (%)` or have them permanently turned on/off using `EnableExtraDefences=0/1` and `ChanceDefences=xx (%)`

New locations for defences can be added by simply standing in the place you would like them and using `savecords turret/tower/nodemp/gdiemp` (console command)

Enable defence rebuild

If you have extra defences enabled or just want to be able to rebuild the default defences on a map you can use `EnableDefenceRebuy=0/1`. Rebuild costs can be set as shown below (cost of rebuilding doubles when the teams powerplant is dead)

Defence rebuild costs:

You can set the cost of rebuilding the defences in the ini (all costs double when the teams powerplant is dead)

```
TurretRebuildCost=1400  
TowerRebuildCost=2000  
EmpRebuildCost=600
```

File Attachments

1) [SSGM_Defences.rar](#), downloaded 245 times
