
Subject: [SSGM mod]Modified Scripts.dll by WittebolX
Posted by [wittebolx](#) on Tue, 01 Jul 2008 04:08:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Modified Scripts.dll by WittebolX
with a little help from Roshambo, Hex, Reborn and madrockz

if you are done hosting AOW/TDM/CCTF/or whatever, then try this
this dll contains some extra's that brings a brand new tactic to the game.

Veteran PLogin:

!vet = gives current Veteran info
Level 10 = changes you into a Mutant Raveshaw Boss.
Level 09 = activates a local Ion Storm towards your enemy.
Level 08 = Power Down Basewide, Base both gdi and nod will loose power for 1 minute.
Level 07 = activates a local Airstrike towards your enemy
Level 06 = EMP Pulse Basewide
Level 05 = gives you a Kamikaze Suit. (when you die, you will die with a BiG BANG)
Level 04 = gives you a Ramjet Rifle
Level 03 = gives you some Reinforcements on your location.
Level 02 = gives you a Chaingun
Level 01 = gives you some Proxy Mines

Vehicles: (all Nod vehicles require the Airstrip to be online, GDI Vehicles require the Warfactory to be online.

If you are getting sick of walking back to a pt to get a vehicle, then these commands are a nice solution.

!recon = \$300
!demotruck = \$1000
!gdi transport = \$900
!nod transport = \$900
!apache = \$900
!orca = \$900
!buggy = \$300
!truck = \$100
!car = \$100
!nodapc = \$500
!arty = \$500
!light = \$700
!flamer = \$800
!stank = \$900
!hummer = \$400
!gdiapc = \$500
!mrls = \$500

!med = \$800
!mammy = \$1500

Aslo added some extra crates, please copy paste the code below in order to get all the crates working.

file that needs to be edited: SSGM.INI

```
; Crate percent configuration.  
;  
; Controls crate percentages for all maps.  
; If you want to disable a specific crate, set it to 0 or leave it blank. Make sure the total sum is  
100, or SSGM  
; will use its defaults.
```

```
[Crates]  
Weapon=13  
Money=4  
Points=8  
Vehicle=4  
Death=2  
Tiberium=4  
Ammo=4  
Armor=2  
Health=4  
Character=8  
ButterFingers=3  
Spy=3  
Stealth=3  
Refill=3  
Beacon=3  
Thief=2  
kamikaze=9  
EMP=3  
TeamMoney=2  
DisarmC4=4  
BlownFuse=5  
Promote=4  
EMPStorm=3
```

if you need support about this version of scripts.dll then please visit www.wittebolx.com/forum

Note: This version of scripts.dll is ServerSide only, meaning: DONT replace this file with the client version!

updated this post so it includes the source.

(im not happy about that, but then again i learned from others to) thx reborn for the reminder.

Source

File Attachments

1) [WGC Addon.rar](#), downloaded 408 times
