
Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by [Genesis2001](#) on Tue, 13 Jan 2009 18:11:23 GMT
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danpaul88 wrote on Sun, 11 January 2009 04:10 What is this 'Commander' thing everyone keeps rabbiting on about anyway? I have yet to see any server that uses such a thing.

Apparently the wiki is down and has been for sometime

But anyway...the commander system is something I believe started with Dragonade(perhaps the best ssmod I've seen). It's a combination of both regulator and server. Commanders can use various commands like "!rr"(request repairs), "!blockharv"/"!unblockharv", "/page <server> !o <order>", team fund, etc.

!rr - request repairs, if the harvester or any building falls below 50% HP, it sends the team's commander a ppage alerting them that it's about to die or something. The commander can then type !rr in team chat and it would send a tpage out to his team saying "XX needs repairs!"

!(un)blockharv - commander has the ability to stop the harvester in motion wherever he pleases. Useful for blocking the harvester at the entrance of your base just in sight of your defences to block an impending rush.

/page <server> !o <order> - the commander has the ability to issue an order to his team commanding them to do whatever he wants (e.g. "MED RUSH", "FLAME RUSH", etc)

Team Fund - players can donate to the team fund so the commander can call in special commander abilities. (!donate tf <amount> to donate to the team's team fund). only the commander and 'withdraw' funds from the team fund. He can donate money from the team fund to his teammates if he chooses as well.

There are many more functions I can talk about but I've gotta get going.
