



Check who your team commander is. Usage:

```
!commander;!Commander;!COMMANDER;!TC;!tc;!Tc;!TeamCommander;!TEAMCOMMANDER;!t  
eam commander
```

If there is a commander for that dudes team, then it will tell them the commander name, if not, it will page temm with instructions on how to start a vote.

```
.....  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
check the team fund. Usage:  
!teamfund;!TeamFund;!TEAMFUND;!TF;!tf;!Tf;!tF
```

This pages the player what the current teamfund value is. The team fund is controlled by the team commander. It can be used to distribute money to other people or used to call in supply drops. If you run the base defense plug-in, it could be used for that too... The server owner can also configure a trickle to the team fund to, at default it is set to increase on it's own by ten credits every ten seconds. But this is subject tot he server owners change.

```
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!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
donate to the teamfund. Usage:  
!TFdonate;!tfdonate;!TFDONATE;!TeamFundDonate;!teamfunddonate;!TEAMFUNDDONATE;!T  
FD;!tfd  
Then the amount to donate, for example:  
!teamfunddonate 500  
If I have 500 credits, then I would donate 500 credits to the team fund.
```

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.....  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
healing_aura  
The team commander gets a healing aura (can be toggled off by the server owner in  
commander.ini), this aura heals near-by team mates and there vehicles.  
The strength of the aura, and the area of it's effect is controlled byt he server owner in  
commander.ini
```

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.....  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
donating the team fund to a player, useage:  
ONLY FOR COMMANDER  
!tfdonateplayer;!TFDONATEPLAYER;!TFdonateplayer;!TFDonatePlayer  
Then the player name and the amount, for example:  
!tfdonate reb00b 500  
If there was 500 credits in the team fund, and player reb00b was on the commanders team, then  
he would be given 500 credits from the team fund. This  
command can only be used by the team commander. the name of the player works the same as  
the votecommander command, i.e you only have to type part of there name
```





Don't be selfish, release the source code.

I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.

I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code and add your own code, then release it.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.

You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

```
[Plugins]
```

```
01=commander
```

You'll also need to add commander.ini supplied to your SERVERs directory. This is where you can configure all the settings for the commander system.

You'll also need to place NOD\_Supply.txt and GDI\_Supply.txt in your servers DATA folder too.

Please note the emphasis of where

to place the .dll and .ini file, that actual server directory, as where the two text files for the cinematics have to go in the DATA folder.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to

Black-Cell.NET. There is a history of this game there that

most people are oblivious to, and without Black-Cell, none of the feature rich servers we have

today would be here. They also have a renegade server

back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

commander.ini

Quote:

```
[General]
```

```
;This setting is the number of votes they have to win by for the vote to win, and the commander be set. The votes have to come from team members.
```

```
;It is currently set to three by default. This means that if a vote for a team commander is started, then there needs to be three more "!vote yes" then there are "!vote no" votes.
```

```
Majority=3;
```

```
;This setting defines how long the vote for the team commander lasts for. By default it is set to 180 seconds (three minutes).
```

```
votelastforinseconds=180.0;
```

```
;This setting is the toggel for whether or not the team commander gets a healing aura or not. The healing aura heals close by friendly players infantry. Set this to 0 or 1.
```

```
CommanderGetsAura=1;
```

```
;This setting is the interval at which the aura heals people. It is currently set to 1.0 seconds, but could probably be set a little higher.
```

IntervalForAura=1.0;

;This setting is the radius at which the aura heals people. 15.0 is probably a good setting to leave it at, possibly a little less maybe.

AreaOfEffect=15.0;

;This is the amount at which friendly near-by players characters are healed by each time the aura has effect. It will heal health first, then armour.

HealthIncreaseValue=2.0;

;This is the starting value for the team fund, it's default is 0, but you could experiment and set it high, with no team fund trickle...

StartingTeamFund = 0;

;This is the interval at which the team fund trickle for each time is increased.

TeamFundIncreaseInterval=10.0;

;This is the amount the team fund for each team increases by each interval.

TeamFundIncreaseAmount=10;

;This setting configures how much the supply crate drop off costs the team commander

SupplyDropCost=500;

;This setting is the amount of seconds a commander has to wait before he can use the supply command again to call in a supply drop.

DropTimer=180;

;This setting toggles on or off, you should leave this on really, it briefly explains to the server about the team commander mode every 3 minutes.

;Perhaps in time it may be fine to turn it off, but it will be new for people for a long time...

EnableExplanationMessages = 1;