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Subject: [Plug-in] SSGM2.02 Veteran BETA 2.0  
Posted by [reborn](#) on Fri, 08 May 2009 21:11:24 GMT  
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I did not add all the features that I had planned, mainly the distribution of points. But the source code is lying there in the points distribution system for anyone to pick-up and add themselves. It might make a nice project for some trying to learn, I dunno...

There is also allot of commented code in there that only needs a little tweaking. I really hope someone finishes this off.

I would of finished it all off, but the decision was based on time constraints and to be honest, getting bored of the veteran system itself.

It's still a really massive improvement on the last version though, and very configurable... Infact there was not allot that didn't make it really.

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc\_renegade.

It was written by reborn from MP-Gaming.COM (fm\_reborn@hotmail.com).

This is a second release version and probably has some bugs in it, with feed-back I will address these issues.

This plug-in is based on the system first created by black-cell. However, it has been developed to be configurable for server owners so that they might set it up in a unique way for there own server.

There is allot of infomation in the veteran.ini and veter2.ini that will help you understand the configuration.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.

If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code. 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 or 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=veteran
```

You'll also need to add veteran.ini and veteran2.ini supplied to your SERVERs directory. This is where you can configure all the settings for the veteran system.

Any cinematic files you make for the !ability command will need to go in the servers 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.

ini files..

Quote:  
[General]

```
.....  
; This setting is the amount of health/armor a player has to repair before they are awarded a  
bonus veteran point. 200 is a pretty decent number for the average server.  
reppointsneeded=200
```

```
.....  
; This setting sets how many veteran points the power plant is worth  
PowerPlantVetWorth=25
```

```
; This setting sets how many veteran points the refinery is worth  
RefineryVetWorth=25
```

```
; This setting sets how many veteran points the AGT & Obilisk is worth  
DefenceVetWorth=25
```

```
; This setting sets how many veteran points the barracks and hand of Nod is worth  
InfantryFactoryVetWorth=25
```

```
; This setting sets how many veteran points the Weapons factory and Air-Strip is worth  
VehicleFactoryVetWorth=25
```

```
; This setting has been added because there are often other buildings used in fan maps or other  
mods. If the destroyed building does not fall into any of the above lists  
; then the vet worth will default to this value.  
AnyOtherBuildingVetWorth=25
```

```
.....  
;This setting defines the amount of veteran points that are needed before a player reaches
```

veteran level one.

AmountOfVetPointsNeededForLevelOne=30

;This setting defines the amount of veteran points that are needed before a player reaches veteran level two.

AmountOfVetPointsNeededForLevelTwo=60

;This setting defines the amount of veteran points that are needed before a player reaches veteran level three.

AmountOfVetPointsNeededForLevelThree=100

.....  
;This setting defines how many veteran points disarming a beacon is worth

BeaconVetWorth=5

;This setting defines how many veteran points disarming a remote c4 is worth

RemoteC4VetWorth=1

;This setting defines how many veteran points disarming a timed c4 is worth

TimedC4VetWorth=1

;This setting defines how many veteran points disarming a proximity mine is worth

ProximityC4VetWorth=1

.....  
;To not grant players any increase, you can set these values to 0.

; Please note, that whilst the player will see there health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal values are. This means players with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is.  
; For some players this effect may look strange. They may even think they are cheaters. You may wish to not increase there health and armor at all, but rather use  
; the health/armor regen settings below...

;This setting defines the percent increase a level 1 veteran player recieves on there characters armor

ArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there characters armor

ArmorIncreasePercentAtLevel2=5



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;To not grant players any increase, you can set these values to 0.  
; Please note, that whilst the player will see there vehicles health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal ; values are. This means players vehicles with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is.  
; For some players this effect may look strange. They may even think they are cheaters.

VehicleArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles armor

VehicleArmorIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles armor

VehicleArmorIncreasePercentAtLevel3=7

;This setting defines the percent increase a level 1 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles health

VehicleHealthIncreasePercentAtLevel3=7

```
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```

; These settings define what weapons (if any) that you wish to grant veteran players at certain veteran levels. You can grant more then one if you like.  
; However, be careful not to make veteran players too over-powered. Remember, they are being rewarded because they are good players.  
; Although this is intended for weapons, you are actually giving them power-up's. You can infact give them any power-up you want here instead (or aswell)  
; as weapons. Although most of the awesome power-up's are actually broken, Grenade vest, stealth suit, double damage etc etc.  
; An example of a weapon power-up would be "POW\_RepairGun\_Player".

[Level1Weapons]  
01=POW\_RepairGun\_Player

[Level2Weapons]  
01=POW\_RepairGun\_Player

[Level2Weapons]  
01=POW\_RepairGun\_Player

```
.....  
.....  
.....  
.....
```

; These settings determine which preset has a veteran value and depending on the list you add it to, what that value is (they can have a value of 1,2,3,4,5 or 6). All the  
; presets listed in VetWorth1 have a veteran value of 1.  
; This system has been set up so that you can assign which preset you want to have a veteran value (only works for presets that are buildings, characters, buildings, c4 or beacons)  
; The added advantage of this system (which to be honest I think is quite clever) is that you can add or remove presets. Meaning if you made a server side mod that changes the  
; flamethrower character to the secret chef character, you could still have the chef give veteran points by looking up his preset name and adding it to one of the lists below.  
; It also means you could remove all of the entries I made here, and replace them with presets from a standalone mod, such as APB or Reborn.  
; In theory, if the server is capable of running SSGM, then you could make this system work for any mod past, preset or future.  
; Obviously you can add entries to any of these lists, but remember to increase the number by one prefixing the entry first.  
; If you place the same preset name in more then one list, then it's veteran value will default to the list with the most veteran value. But doing this is not recommended.  
; Only place presets in here you actually want to have a veteran worth. If this is being used for APB for example, then remove all the renegade presets.

[VetWorth1]  
01=CnC\_GDI\_Engineer\_0  
02=CnC\_GDI\_Grenadier\_0  
03=CnC\_GDI\_MiniGunner\_0  
04=CnC\_GDI\_RocketSoldier\_0  
05=CnC\_Nod\_Engineer\_0  
06=CnC\_Nod\_FlameThrower\_0  
07=CnC\_Nod\_Minigunner\_0  
08=CnC\_Nod\_RocketSoldier\_0

[VetWorth2]  
01=CnC\_GDI\_Grenadier\_2SF  
02=CnC\_GDI\_MiniGunner\_1Off  
03=CnC\_GDI\_MiniGunner\_2SF  
04=CnC\_GDI\_RocketSoldier\_1Off  
05=CnC\_Nod\_FlameThrower\_2SF  
06=CnC\_Nod\_Minigunner\_1Off

07=CnC\_Nod\_Minigunner\_2SF  
08=CnC\_Nod\_RocketSoldier\_1Off  
09=CnC\_Nod\_RocketSoldier\_2SF  
10=CnC\_Sydney  
11=CnC\_GDI\_RocketSoldier\_2SF  
12=CnC\_GDI\_Humm-vee  
13=CnC\_Civilian\_Pickup01\_Secret  
14=CnC\_Civilian\_Sedan01\_Secret  
15=CnC\_Nod\_Buggy  
16=Nod\_Chameleon  
17=CnC\_Nod\_Recon\_Bike  
18=CnC\_Nod\_Transport  
19=CnC\_GDI\_Transport  
20=CnC\_GDI\_Harvester  
21=CnC\_Nod\_Harvester  
22=Nod\_Turret\_MP\_Improved  
23=Nod\_Turret\_MP  
24=Nod\_Turret  
25=GDI\_Guard\_Tower

[VetWorth3]

01=CnC\_GDI\_Engineer\_2SF  
02=CnC\_Ignatio\_Mobius  
03=CnC\_Ignatio\_Mobius\_ALT2  
04=CnC\_GDI\_MiniGunner\_3Boss  
05=CnC\_Nod\_FlameThrower\_3Boss  
06=CnC\_Nod\_Minigunner\_3Boss  
07=CnC\_Nod\_RocketSoldier\_3Boss  
08=CnC\_Nod\_Technician\_0  
09=CnC\_Sydney\_PowerSuit  
10=CnC\_GDI\_APC  
11=CnC\_GDI\_MRLS  
12=CnC\_Nod\_APC  
13=CnC\_Nod\_Mobile Artillery  
14=CnC\_GDI\_MiniGunner\_3Boss\_ALT2  
15=CnC\_GDI\_MiniGunner\_3Boss\_ALT3  
16=CnC\_GDI\_MiniGunner\_3Boss\_ALT4  
17=CnC\_Sydney\_PowerSuit\_ALT2  
18=CnC\_Nod\_FlameThrower\_3Boss\_ALT2  
19=CnC\_Nod\_FlameThrower\_3Boss\_Petrova  
20=Nod\_FlameThrower\_3Boss\_alt  
21=CnC\_Nod\_MiniGunner\_3Boss\_ALT2  
22=Nod\_Minigunner\_3Boss\_alt  
23=CnC\_Nod\_RocketSoldier\_3Boss\_ALT2  
24=CnC\_Nod\_RocketSoldier\_3Boss\_Secret

[VetWorth4]

01=CnC\_GDI\_Medium\_Tank





