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Subject: Re: [Plug-in] SSGM2.02 Commander BETA  
Posted by [reborn](#) on Wed, 20 May 2009 09:24:59 GMT  
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TNaismith wrote on Wed, 20 May 2009 00:49:reborn,

Does the Ammo Drop feature drop 3 yellow ammo crates that stay infinitely for the rest of the game? (Like on St0rm's Extreme Co-op Server if you've ever been there)

To be more specific, if multiple players run across the yellow ammo box, does it disappear after the first player runs over? Or is it like, permanent?

(I believe the preset name for the yellow ammo box I'm talking about is CnC\_POW\_Ammo\_ClipMax)

Thanks for the work you've done on this already. I was just at Black-Cell's forums earlier today, and saw this exact same topic on the Commander System coding they had there. In fact, here is one of their more recent topics on 'Team Commander':

<http://forums.black-cell.net/index.php?topic=5760.0>

The way the ammo drop is described there, it seems more of something that can be picked up by only one person or is a destructible, one-time object.

Would you happen to be able to give any clarification on this? Or would I be better off asking the Black-Cell members themselves?

Regards,  
TNaismith

It's similar to black-cell's version, it's a one-off pick-up. It doesn't respawn constantly. A transport copter drops off a wooden pallet crate, either team can pick up the crate, including vehicles. It is not destructable though, I never thought it was needed really.

Here is a link to a movie I made whilst making the plug-in demonstrating the supply feature.  
<http://game-maps.net/staff/reborn/commander.wmv>

It probably wouldn't be any use asking BC members about this particular plug-in, as it is not supported by them or there own release, rather it is my own attempt as a commander system, based on there version from memory and documention found on there site. As far as I know they never released there version, although I know that allot of there server-side mod ended up being too tied into the regulator to separate the the code and make it functional as a release.

havoc9826 wrote on Wed, 20 May 2009 02:41

That's exactly how it was, except vehicles could pick up this crate as well. Only the enemy team

could destroy it if they wanted to, though since they could just steal it, the only reason to destroy it would be if they couldn't reach it first. It was parachuted to the team commander's current position, provided he wasn't within a certain distance of the enemy base. I was able to find two screenshots among hundreds/thousands (I'm not gonna look through my videos) that actually had the crate in it:

Unfortunately, the BC Wiki was never restored after the most recent website crash, so you'll have to make do with what's in that thread and an archive.org copy of the wiki here.

quick wiki description of supply crate  
Supply Drop is a Commander only ability that paradrops a Supply Crate at the Commander's position. This Supply Crate serves 2 purposes: it can be picked up by anyone on either team, except the Commander who called it in, for a full refill; the crate also has its own Healing Aura which does not stack with the Commander's. It costs 500 credits to call in a Supply Drop and it can only be used once every 3 minutes. The enemy can also destroy it with regular weapons fire. A Supply Drop can be called in either through the teamchat command !supply or the keyboard shortcut SupplyDrop(numpad period default). You cannot call down crates within or directly on the border of the enemy base.

This plug-in recreates most of that, apart from the commander can pick it up himself, and the wooden pallet crate is not destructable, and it can be called in anywhere...

The default settings are also 500 creds and a 3 min gap between the time you can call it in, but it's configurable to any cost and any time difference.

havoc9826 wrote on Wed, 20 May 2009 02:41

It's really nice that reborn's trying to recreate some of the features that used to make Black-Cell my favorite server until it lost too much of its playerbase for me to care to hang around anymore. I miss the good times :/

There's a bunch released now, I was hoping it might encourage others to do the same. I also miss playing in black-cell and the good times there.