
Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Sun, 08 Jan 2012 04:29:25 GMT
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I can make a modified version of that plugin that automatically refills a player if they successfully purchased something. There's still the issue with ammo being royally screwed up for non-4.0 players but as you won't be supporting them that doesn't matter.

Scripts 4.0 has a feature to take remote screenshots of players with a simple console command and have them be uploaded to a website, will clanwars be using that? (Taking screenshots can be easily automated with an SSGM plugin, e.g. screenshots per interval or when a player types a command, with some rudimentary PHP scripting the screenshots can be datestamped on a site).

To work around the loading time issue, a plugin can be written that requires every player to type in something like "!ready" at the start of every match, after that's done it would kill the harvesters, kill all players and resetting the whole match (death count, score, game timer, credits etc).
