
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 05:09:37 GMT
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iRANian wrote on Sat, 07 January 2012 21:29I 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.

yeah, that would be great.

Quote: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).

yes, actually that'd be enormously useful for clanwars.

Quote: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).

yeah, but that would require the enemy to do it too, and i'm not sure everyone can be counted upon to do that

how about the following instead:

when you join the server you can (if you want to) type "!wait" which puts you on the wait list. you stay on the wait list until you leave the server. and at the beginning of each map, gameplay (including harvs) is frozen until all players on the wait list have loaded.

the other option is simply to freeze gameplay for 30 seconds at the start of each map. (preferably with the server playing Trololo)
