
Subject: [SSGM 4.0 Plugin] Reset Match

Posted by [iRANian](#) on Tue, 24 Jan 2012 01:51:27 GMT

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This plugin will automatically reset the match after 120 second have expired and it will announce the time remaining until the automatic resetting. After every player has typed !ready it will reset the match, if it happens before the auto-reset. Players can't move until the match has reset. Once the match is reset every player and harvester will get killed, and every player's deaths/kills/score/credits will be reset (credits will be set to the server's starting credits). The map timer will also be reset to the time remaining on level load.

Contact me at renegadeforums.com under the nick "iRANian", you can also find me on the usual IRC networks under the nick "Iran".

File Attachments

1) [SSGM 4.0 Reset Match Plugin v2.zip](#), downloaded 221 times
