
Subject: [SSGM 4.0 Plugin] Beacon Deploy Spam Detection ALPHA
Posted by [iRANian](#) on Sun, 04 Mar 2012 21:39:31 GMT

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This plugin will show a message "<player name> might be Beacon deploy sound spamming" if a player walks around holding the left mouse button while having a beacon out for 5-8 seconds (in the process creating beacon game objects that get destroyed because he's walking), when this happens for every player the beacon deploy sound gets played which is really annoying.

THIS IS A UNTESTED PLUGIN, USE AT YOUR OWN RISK. To install place BeaconDeployDetection.dll in the root FDS folder and at an entry in the [Plugins] section of SSGM.ini.

You can contact me at renegadeforums.com under the nick iRANian.

File Attachments

1) [Beacon Deploy Spam Detection SSGM 4.0 Plugin.zip](#),
downloaded 138 times
