Subject: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Wed, 07 Mar 2012 20:42:15 GMT

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This plugin adds various measures to the FDS to prevent people doing so called 'flaming C4'. All C4 placed on friendly units are automatically disarmed, Proxy C4 placed on empty vehicles are auto-disarmed too and a few limits have been added to the amount of Remote C4 and Timed C4 allowed stacked on top of each other or on neutral vehicles.

You can contact me under the nick iRANian on renegadeforums.com. Thanks to Xpert for finding an issue where C4 on Purchase Terminals got disarmed.

Changelog:
v2:
-Fixed a bug that caused C4 placed on Purchase Terminals to be disarmed.

To install, place 'FlamingC4Prevention.dll' in the root FDS folder and add an entry for it in SSGM.ini under [Plugins]. Then at the bottom of SSGM.ini add:

[FlamingC4Prevention]
; Messages used by this script:
PageMessage = Your C4 has been automatically disarmed by the Flaming C4 prevention script.
TimedC4LimitMessage = You placed too many Timed C4 on empty vehicle(s), your last one has been disarmed.
RemoteC4LimitMessage = You placed too many Remote C4 on empty vehicle(s), your last one has been disarmed.
TimedC4StackedMessage = Your last Timed C4 has been disarmed, please don't place C4 on top of each other.
RemoteC4StackedMessage = Your last Remote C4 has been disarmed, please don't place C4 on top of each other.

;How many Timed C4 are allowed to be attached to empty vehicles per player?
TimedC4Limit = 3

;How many Remote C4 are allowed to be attached to empty vehicles per player?
RemoteC4Limit = 6

;Total Timed C4 that are allowed to be stacked (i.e. placed on top another C4) per player
TimedC4Stacked = 2

;Total Remote C4 that are allowed to be stacked per player
RemoteC4Stacked = 2

;How long to wait in secs after C4 creation before activating the flaming c4 check
ActivationWaitTime = 2

File Attachments
1) Flaming C4 Prevention SSGM 4.0 Plugin v4.zip, downloaded

227 times