
Subject: [SSGM4 PLUGIN] Domination

Posted by [zunnie](#) on Fri, 09 Mar 2012 21:46:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been working on a new plugin that will enable a Domination Mode on the map(s) you choose.

Domination is basically this:

You have a few (up to 8) Control Points on a map. When you repair one of these Control Points you will start getting 1 Capture Point per second. When the configurable capture points requirement to win has been met the team that collected most Capture Points will win.

When a Capture Point is captured a vehicle or two can spawn, configurable in the mapsection.

You can load the plugin and then mix it with other type maps and modes so you can turn off Domination Mode on maps you dont want to use it on simply by setting the DOM_CP1_Create=0 under

the [mapname.mix_DOM] section.

This allows mixing AOW, Coop, Sniping and Domination on different maps

I also tried to keep it MOD independent so you can use it in Renegade, A Path Beyond and Tiberium Crystal War or any other Renegade based modification.

To use the plugin on other mods than Renegade you will have to edit the [Domination] section options and enter a custom Control Point preset, skintype, Sniper presets and sounds.

I've also coded in a simple Sniper Mode so you can have snipers only on domination mode enabled

maps. Snipers do have C4 though, needed to kill the Control Points.

To enable sniper only mode on a certain map you enter a 1 for the option DOM_Snipers_Only under

the [mapname.mix_DOM] section. Also under this section you can set what Sniper characters to use,

you could also set it to PIC's and Raveshaws if you would like that.

There is an option called Start_With_Repair_Guns under [Domination] which will grant all players a repairgun if they do not already have one when they spawn.

It also has options to disable base defenses, vehicle factories and harvesters if you do not want them ingame. The building destruction takes place 8 seconds into the game, exactly enough time for both Harvesters to be created in case you DO want them ingame.

You can also make the buildings indestructible by setting DOM_Invincible_Buildings=1 under the [mapname.mix_DOM] section.

I will release all files for this stuff, source code too. Will take me a day or two to finish this up properly.

If you have any questions or suggestions then feel free to ask me on irc.ultraaow.com or post in this topic

Greetz zunnie

SAMPLE SSGM.ini ENTRIES (may not be final):

```
Toggle Spoiler[code]
[Domination]
;=====GLOBAL
CONFIG=====
Control_Point_Preset_Name=Simple_MiniConsole
Control_Point_Skin_Type=CNCMCTSkin
Control_Point_Health=15
Control_Point_Capture_Points=250
Control_Point_Capture_Money_Team=150
Sniper_Preset_GDI=CnC_GDI_MiniGunner_3Boss
Sniper_Preset_NOD=CnC_Nod_Minigunner_3Boss
Control_Point_Captured_Sound_NOD=ControlPointCaptured_Nod.wav
Control_Point_Captured_Sound_GDI=ControlPointCaptured_GDI.wav
Control_Point_Lost_Sound_NOD=ControlPointLost_Nod.wav
Control_Point_Lost_Sound_GDI=ControlPointLost_GDI.wav
Start_With_Repair_Guns=1

[c&c_hourglass.mix_DOM]
;=====GLOBAL MAP
SETTINGS=====
DOM_Invincible_Buildings=1
DOM_Snipers_Only=0
DOM_Disable_Defenses=1
DOM_Disable_Vehicle_Factories=1
DOM_Disable_Harvesters=0
DOM_Points_Required_To_Win=1000
;=====CONTROL POINT 1 SETTINGS
BEGIN=====
; If DOM_CP1_Create=0 you disable Domination Mode entirely on this map only.
; Then you can combine this plugin with other Game Modes for certain maps.
DOM_CP1_Create=1
DOM_CP1_Name=Advanced Guard Tower
DOM_CP1_Pre_Team=-2
DOM_CP1_Pos_X=0.126
DOM_CP1_Pos_Y=-106.852
DOM_CP1_Pos_Z=-3.552
DOM_CP1_Pos_F=90.000
DOM_CP1_NODVeh1_Preset=CnC_Nod_Buggy
DOM_CP1_NODVeh1_Pos_X=2.365
DOM_CP1_NODVeh1_Pos_Y=-96.819
DOM_CP1_NODVeh1_Pos_Z=-2.123
DOM_CP1_NODVeh1_Pos_F=89.020
DOM_CP1_NODVeh2_Preset=CnC_Nod_Buggy
DOM_CP1_NODVeh2_Pos_X=-3.337
```

```

DOM_CP1_NODVeh2_Pos_Y=-96.687
DOM_CP1_NODVeh2_Pos_Z=-2.123
DOM_CP1_NODVeh2_Pos_F=89.020
DOM_CP1_GDIVeh1_Preset=CnC_GDI_Humm-vee
DOM_CP1_GDIVeh1_Pos_X=2.365
DOM_CP1_GDIVeh1_Pos_Y=-96.819
DOM_CP1_GDIVeh1_Pos_Z=-2.123
DOM_CP1_GDIVeh1_Pos_F=89.020
DOM_CP1_GDIVeh2_Preset=CnC_GDI_Humm-vee
DOM_CP1_GDIVeh2_Pos_X=-3.337
DOM_CP1_GDIVeh2_Pos_Y=-96.687
DOM_CP1_GDIVeh2_Pos_Z=-2.123
DOM_CP1_GDIVeh2_Pos_F=89.020
;=====CONTROL POINT 1 SETTINGS
END=====
;=====CONTROL POINT 2 SETTINGS
BEGIN=====
DOM_CP2_Create=1
DOM_CP2_Name=GDI Tunnel
DOM_CP2_Pre_Team=-2
DOM_CP2_Pos_X=-3.162
DOM_CP2_Pos_Y=-40.707
DOM_CP2_Pos_Z=4.645
DOM_CP2_Pos_F=-90.000
DOM_CP2_NODVeh1_Preset=0
DOM_CP2_NODVeh1_Pos_X=0
DOM_CP2_NODVeh1_Pos_Y=0
DOM_CP2_NODVeh1_Pos_Z=0
DOM_CP2_NODVeh1_Pos_F=0
DOM_CP2_NODVeh2_Preset=0
DOM_CP2_NODVeh2_Pos_X=0
DOM_CP2_NODVeh2_Pos_Y=0
DOM_CP2_NODVeh2_Pos_Z=0
DOM_CP2_NODVeh2_Pos_F=0
DOM_CP2_GDIVeh1_Preset=0
DOM_CP2_GDIVeh1_Pos_X=0
DOM_CP2_GDIVeh1_Pos_Y=0
DOM_CP2_GDIVeh1_Pos_Z=0
DOM_CP2_GDIVeh1_Pos_F=0
DOM_CP2_GDIVeh2_Preset=0
DOM_CP2_GDIVeh2_Pos_X=0
DOM_CP2_GDIVeh2_Pos_Y=0
DOM_CP2_GDIVeh2_Pos_Z=0
DOM_CP2_GDIVeh2_Pos_F=0
;=====CONTROL POINT 2 SETTINGS
END=====
;=====CONTROL POINT 3 SETTINGS
BEGIN=====

```

```

DOM_CP3_Create=1
DOM_CP3_Name=Tunnel Center
DOM_CP3_Pre_Team=-2
DOM_CP3_Pos_X=-5.969
DOM_CP3_Pos_Y=0.476
DOM_CP3_Pos_Z=4.461
DOM_CP3_Pos_F=-180.000
DOM_CP3_NODVeh1_Preset=0
DOM_CP3_NODVeh1_Pos_X=0
DOM_CP3_NODVeh1_Pos_Y=0
DOM_CP3_NODVeh1_Pos_Z=0
DOM_CP3_NODVeh1_Pos_F=0
DOM_CP3_NODVeh2_Preset=0
DOM_CP3_NODVeh2_Pos_X=0
DOM_CP3_NODVeh2_Pos_Y=0
DOM_CP3_NODVeh2_Pos_Z=0
DOM_CP3_NODVeh2_Pos_F=0
DOM_CP3_GDIVeh1_Preset=0
DOM_CP3_GDIVeh1_Pos_X=0
DOM_CP3_GDIVeh1_Pos_Y=0
DOM_CP3_GDIVeh1_Pos_Z=0
DOM_CP3_GDIVeh1_Pos_F=0
DOM_CP3_GDIVeh2_Preset=0
DOM_CP3_GDIVeh2_Pos_X=0
DOM_CP3_GDIVeh2_Pos_Y=0
DOM_CP3_GDIVeh2_Pos_Z=0
DOM_CP3_GDIVeh2_Pos_F=0
;=====CONTROL POINT 3 SETTINGS
END=====
;=====CONTROL POINT 4 SETTINGS
BEGIN=====
DOM_CP4_Create=1
DOM_CP4_Name=Nod Tunnel
DOM_CP4_Pre_Team=-2
DOM_CP4_Pos_X=-3.076
DOM_CP4_Pos_Y=41.559
DOM_CP4_Pos_Z=4.446
DOM_CP4_Pos_F=90.000
DOM_CP4_NODVeh1_Preset=0
DOM_CP4_NODVeh1_Pos_X=0
DOM_CP4_NODVeh1_Pos_Y=0
DOM_CP4_NODVeh1_Pos_Z=0
DOM_CP4_NODVeh1_Pos_F=0
DOM_CP4_NODVeh2_Preset=0
DOM_CP4_NODVeh2_Pos_X=0
DOM_CP4_NODVeh2_Pos_Y=0
DOM_CP4_NODVeh2_Pos_Z=0
DOM_CP4_NODVeh2_Pos_F=0

```

```

DOM_CP4_GDIVeh1_Preset=0
DOM_CP4_GDIVeh1_Pos_X=0
DOM_CP4_GDIVeh1_Pos_Y=0
DOM_CP4_GDIVeh1_Pos_Z=0
DOM_CP4_GDIVeh1_Pos_F=0
DOM_CP4_GDIVeh2_Preset=0
DOM_CP4_GDIVeh2_Pos_X=0
DOM_CP4_GDIVeh2_Pos_Y=0
DOM_CP4_GDIVeh2_Pos_Z=0
DOM_CP4_GDIVeh2_Pos_F=0
;=====CONTROL POINT 4 SETTINGS
END=====
;=====CONTROL POINT 5 SETTINGS
BEGIN=====
DOM_CP5_Create=1
DOM_CP5_Name=Obelisk
DOM_CP5_Pre_Team=-2
DOM_CP5_Pos_X=0.217
DOM_CP5_Pos_Y=107.661
DOM_CP5_Pos_Z=-3.477
DOM_CP5_Pos_F=-90.000
DOM_CP5_NODVeh1_Preset=CnC_Nod_Buggy
DOM_CP5_NODVeh1_Pos_X=-3.189
DOM_CP5_NODVeh1_Pos_Y=98.724
DOM_CP5_NODVeh1_Pos_Z=-2.143
DOM_CP5_NODVeh1_Pos_F=-88.658
DOM_CP5_NODVeh2_Preset=CnC_Nod_Buggy
DOM_CP5_NODVeh2_Pos_X=2.200
DOM_CP5_NODVeh2_Pos_Y=98.936
DOM_CP5_NODVeh2_Pos_Z=-2.143
DOM_CP5_NODVeh2_Pos_F=-88.658
DOM_CP5_GDIVeh1_Preset=CnC_GDI_Humm-vee
DOM_CP5_GDIVeh1_Pos_X=-3.189
DOM_CP5_GDIVeh1_Pos_Y=98.724
DOM_CP5_GDIVeh1_Pos_Z=-2.143
DOM_CP5_GDIVeh1_Pos_F=-88.658
DOM_CP5_GDIVeh2_Preset=CnC_GDI_Humm-vee
DOM_CP5_GDIVeh2_Pos_X=2.200
DOM_CP5_GDIVeh2_Pos_Y=98.936
DOM_CP5_GDIVeh2_Pos_Z=-2.143
DOM_CP5_GDIVeh2_Pos_F=-88.658
;=====CONTROL POINT 5 SETTINGS
END=====
;=====CONTROL POINT 6 SETTINGS
BEGIN=====
DOM_CP6_Create=1
DOM_CP6_Name=East Side
DOM_CP6_Pre_Team=-2

```

```

DOM_CP6_Pos_X=83.882
DOM_CP6_Pos_Y=-0.168
DOM_CP6_Pos_Z=0.932
DOM_CP6_Pos_F=0.000
DOM_CP6_NODVeh1_Preset=CnC_Nod_Buggy
DOM_CP6_NODVeh1_Pos_X=93.892
DOM_CP6_NODVeh1_Pos_Y=-0.591
DOM_CP6_NODVeh1_Pos_Z=2.547
DOM_CP6_NODVeh1_Pos_F=0.000
DOM_CP6_NODVeh2_Preset=0
DOM_CP6_NODVeh2_Pos_X=0
DOM_CP6_NODVeh2_Pos_Y=0
DOM_CP6_NODVeh2_Pos_Z=0
DOM_CP6_NODVeh2_Pos_F=0
DOM_CP6_GDIVeh1_Preset=CnC_GDI_Humm-vee
DOM_CP6_GDIVeh1_Pos_X=93.892
DOM_CP6_GDIVeh1_Pos_Y=-0.591
DOM_CP6_GDIVeh1_Pos_Z=2.547
DOM_CP6_GDIVeh1_Pos_F=0.000
DOM_CP6_GDIVeh2_Preset=0
DOM_CP6_GDIVeh2_Pos_X=0
DOM_CP6_GDIVeh2_Pos_Y=0
DOM_CP6_GDIVeh2_Pos_Z=0
DOM_CP6_GDIVeh2_Pos_F=0
;=====CONTROL POINT 6 SETTINGS
END=====
;=====CONTROL POINT 7 SETTINGS
BEGIN=====
DOM_CP7_Create=1
DOM_CP7_Name=West Side
DOM_CP7_Pre_Team=-2
DOM_CP7_Pos_X=-88.794
DOM_CP7_Pos_Y=1.193
DOM_CP7_Pos_Z=1.055
DOM_CP7_Pos_F=180.000
DOM_CP7_NODVeh1_Preset=CnC_Nod_Buggy
DOM_CP7_NODVeh1_Pos_X=-98.942
DOM_CP7_NODVeh1_Pos_Y=1.321
DOM_CP7_NODVeh1_Pos_Z=2.373
DOM_CP7_NODVeh1_Pos_F=-180.000
DOM_CP7_NODVeh2_Preset=0
DOM_CP7_NODVeh2_Pos_X=0
DOM_CP7_NODVeh2_Pos_Y=0
DOM_CP7_NODVeh2_Pos_Z=0
DOM_CP7_NODVeh2_Pos_F=0
DOM_CP7_GDIVeh1_Preset=CnC_GDI_Humm-vee
DOM_CP7_GDIVeh1_Pos_X=-98.942
DOM_CP7_GDIVeh1_Pos_Y=1.321

```

```
DOM_CP7_GDIVeh1_Pos_Z=2.373
DOM_CP7_GDIVeh1_Pos_F=-180.000
DOM_CP7_GDIVeh2_Preset=0
DOM_CP7_GDIVeh2_Pos_X=0
DOM_CP7_GDIVeh2_Pos_Y=0
DOM_CP7_GDIVeh2_Pos_Z=0
DOM_CP7_GDIVeh2_Pos_F=0
;=====CONTROL POINT 7 SETTINGS
END=====
;=====CONTROL POINT 8 SETTINGS
BEGIN=====
DOM_CP8_Create=1
DOM_CP8_Name=Hill Top
DOM_CP8_Pre_Team=-2
DOM_CP8_Pos_X=-7.428
DOM_CP8_Pos_Y=0.304
DOM_CP8_Pos_Z=35.271
DOM_CP8_Pos_F=180.000
DOM_CP8_NODVeh1_Preset=CnC_Nod_Buggy
DOM_CP8_NODVeh1_Pos_X=20.649
DOM_CP8_NODVeh1_Pos_Y=-0.302
DOM_CP8_NODVeh1_Pos_Z=37.150
DOM_CP8_NODVeh1_Pos_F=-90.000
DOM_CP8_NODVeh2_Preset=CnC_Nod_Buggy
DOM_CP8_NODVeh2_Pos_X=-26.133
DOM_CP8_NODVeh2_Pos_Y=-0.302
DOM_CP8_NODVeh2_Pos_Z=37.150
DOM_CP8_NODVeh2_Pos_F=-90.000
DOM_CP8_GDIVeh1_Preset=CnC_GDI_Humm-vee
DOM_CP8_GDIVeh1_Pos_X=20.649
DOM_CP8_GDIVeh1_Pos_Y=-0.302
DOM_CP8_GDIVeh1_Pos_Z=37.150
DOM_CP8_GDIVeh1_Pos_F=90.000
DOM_CP8_GDIVeh2_Preset=CnC_GDI_Humm-vee
DOM_CP8_GDIVeh2_Pos_X=-26.133
DOM_CP8_GDIVeh2_Pos_Y=-0.302
DOM_CP8_GDIVeh2_Pos_Z=37.150
DOM_CP8_GDIVeh2_Pos_F=90.000
;=====CONTROL POINT 8 SETTINGS
END=====
[/pre][[/align]
```
