
Subject: [SSGM 4.0 Plugin] Better MSG Console Command

Posted by [iRANian](#) on Wed, 04 Apr 2012 09:34:28 GMT

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This plugin replaces the MESSAGE (alias MSG) console command with a version that will display a coloured message and optionally play a sound for scripts 2.9 and higher players, for other players it will rename a player to PrependString (what you want to replace "Host:" with), show a public chat message, then rename him back to his old nick. I haven't tested it thoroughly so this plugin might have bugs. Thanks to StealthEye for giving me the idea and showing it is possible to only show the host message to certain clients, and also for fixing a silly error I made.

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

Changelog:

v2:

-Added a name changing hack to replace "Host:" with PrependString: for players not running scripts 2.9, effectively removing the "Host: message" crap from the server.

To install place 'BetterMSGConsoleCommand.dll' inside your FDS' root folder and add an entry for it under [Plugins] inside SSGM.ini, also add the following to the bottom of SSGM.ini and configure it:

[BetterMSGConsoleCommand]

; These settings affect what's done for players running scripts 2.9 or higher, for other players a normal host message is displayed

DoStringPrepend = false ; prepend a string to the text send to scripts 2.9 and higher players?

PrependString = (Message from Dear Leader): ; the string gets prepended with a white space, e.g. "%s %s", PrependString, Message

SoundFile = message.wav ; an optional WAV file to play when a message appears, keep this empty to not play a sound

ColourRed, = 255 ; The red value of the RGB colour to display the message in

ColourGreen = 250 ; Green value...

ColourBlue = 250 ; I wonder what this is for?

File Attachments

1) [Better MSG Console Command SSGM Plugin v3.zip](#), downloaded 310 times
