
Subject: [SSGM 4.0 Plugin] Building Health Sounds
Posted by [Xpert](#) on Sun, 08 Jul 2012 09:29:42 GMT
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DESCRIPTION

This was always in the earlier versions of SSGM before 4.0, but it didn't work correctly because of incorrect IF statements in the code. This plugin will enable the extra building report sounds that EVA says such as "Structure health under 50 percent" and also "Warning - %buildingname destruction imminent". In version 2, it will now report when a building has been repaired with "%buildingname has been repaired."

It will also report to the SSGM Log Messages prefixed with `_BUILDING` and state when a building is under attack like the early SSGM.

Example from my bot:

<CloudyServ> The Nod Power Plant is under attack!
<CloudyServ> The Nod Obelisk is under attack!

CHANGELOG

V1 - Release.

V2 - It will now read the building game object instead of the preset name.
- Reports when a building has been repaired to that team.

File Attachments

1) [SSGM_Plugin_BuildingHealthSounds.rar](#), downloaded 95 times
