
Subject: [SSGM 4.0 Plugin] Win By Kills

Posted by [zunnie](#) on Sat, 27 Oct 2012 23:28:32 GMT

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<http://www.multiplayerforums.com/index.php?/files/file/102-win-by-kills/>

This plugin enables you to set a target amount of kills required for a player to win the game. When you set Required_Kills to 10, the first player to get 10 kills will win the game and gets the Reward_Points set in ssgm.ini

Set Reward_Points to like 5000 or something so they will get MVP too

Players can lookup their kills left by typing !kills

To use plugin add it under the [Plugins] in ssgm.ini like for example:

```
[Plugins]
```

```
00=BanSystem.dll
```

```
01=Mute.dll
```

```
02=mpf_win_by_kills.dll
```

At the bottom of ssgm.ini add a section containing this to configure a global setting:

```
[Win_By_Kills]
```

```
Required_Kills=15
```

```
Reward_Points=5000
```

Then you can configure it per map by adding entries like this for every map (mapnames are ALL lowercase):

```
[c&c_islands.mix_WBK]
```

```
Required_Kills=100
```

```
Reward_Points=5000
```

Have fun !
