
Subject: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 06:56:02 GMT
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Server Side Game Manager, SSAOW's new name. I felt that a new name was needed since it isn't, and hasn't been for a while, just an AOW mod.

This is a major feature version including many new things, such as CTF mode and a plugin system.

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Quote:

Version 2.0:

- New: Renamed to SSGM(Server Side Game Manager).
- New: Ported to scripts 3.4.1.
- New: Major code overhaul, reorganization, and optimization.
- New: Added support for modifications, both standalone and PKG. Some features, such as crates and drop weapons, will automatically be disabled when the server is running a mod.
- New: Added new setting "EnableInfiniteAmmo" which gives all infantry weapons, except C4 and beacons, infinite ammo.
- New: Extra information has been added to vehicle kill messages, including the driver/owner of the vehicle and the last amount of damage done to the vehicle before it was killed.
- New: Vehicle and beacon purchases will now be logged. See the "LogVehiclePurchases" and "LogPowerupPurchases" settings.
- New: Extra ingame kill messages have been added for when a player kills themselves or is killed by a base defense, harvester, or tiberium. See the "EnableExtraKillMessages" setting.
- New: Added logging for C4 detonations and disarms under the "_C4" log header. Controlled by the "LogC4" setting.
- New: Added setting "LogBeacons" to control beacon logging. Previously it was always enabled.
- New: Vehicle purchase auto-binding has been added. When a player buys a vehicle and is the first person to enter it, it will be automatically bound to them.
- New: Vehicle wreckage revive auto-binding has been added. When a vehicle wreck is revived it will be automatically bound to either the person who repaired it the most or to its previous owner if revived within 30 seconds of the vehicle dying.
- New: A new plugin system has been added which lets users load a list of .dll/.so files into the FDS. See the "Plugin" section of ssgm.ini for more information.
- New: Capture The Flag mode has been added. See the "GameMode" setting.
- New: The version of SSGM, scripts.dll, and bhs.dll will now be outputted to the ssgm_version.ini file on startup.
- New: A section has been added to ssgm.ini to list the acceptable sniping characters for the sniping modes.
- New: The translated preset name and translated current weapon for both objects has been added to the end of the gamelog killed events.
- New: Player and vehicle kill messages will now include if C4 or a beacon was used to kill the player/vehicle. The kill messages will read "(Timed C4, Remote C4, Proximity C4, or Beacon)" instead of the usual "(Preset/Currently held weapon)".

- BugFix: AI bots will no longer crash the server.
- BugFix: Harvesters will now properly spawn in the infantry only game mode.
- BugFix: Fixed a bug where crates would use the wrong model when "AllowVehCrates" was set to 1.
- BugFix: Fixed a bug that caused vehicle wreckages to sometimes have no health bar.
- Change: Many settings have been renamed, removed, or merged with other settings:
 - All settings dealing with logging are now properly prefixed with "Log".
 - "LogVehicleCreate" has been superseded by "LogVehiclePurchases" and was removed.
 This means that the "_VEHICLE" log header is no longer used.
 - "LogHarvesterDeath" has been merged with "LogVehicleKills".
- Change: Disabled characters and vehicles will now be completely unpurchasable.
- Change: Non sniper characters will now be replaced with sniper characters in the PT menu when running in the sniping modes.
- Change: Locked vehicles will no longer take on the team of their owner. Friendly players will still be unable to damage them, however.

Version 2.0 CTF Changes from SSCTF 1.3:

- New: Added command "!captures" which shows the capture limit and the amount of times each team has captured the flag.

The same keyboard shortcut(VehBind/Home) that triggers "!bind" in AOW mode will instead trigger "!captures" in CTF mode.
- New: Added command "!flaginfo" which shows the location of each team's flag.

The same keyboard shortcut(VehBL/Insert) that triggers "!bl" in AOW mode will instead trigger "!flaginfo" in CTF mode.
- New: Setting "ShowFriendlyFlagRadar" has been added which toggles whether friendly flags will appear on the radar.
- New: Setting "ShowEnemyFlagRadar" has been added which toggles whether enemy flags will appear on the radar.

Players will need bhs.dll to see this.
- New: A new class system has been added. The class systems allows you to have multiple sets of pedestal positions per map with one being randomly chosen each game.
- New: Reverse CTF mode has been added. In Reverse CTF the flags are reversed, meaning that the GDI flag is in the Nod base and the Nod flag is in the GDI base. The objective is to take the enemy flag from your base and run it to your pedestal in the enemy base.

Reverse CTF uses the class system and is therefore random, meaning that even when it is enabled not all games will be reversed.

Reverse CTF can be toggled on or off through the "EnableReverseCTF" setting.
- Change: Players will no longer receive money or points for stealing, picking up, or returning the flag, or killing the flag carrier.
- Change: Various settings have been renamed or moved.

I suggest any server running any version of SSAOW or SSCTF upgrade to this release.

Note: This was referred to as SSAOW 1.6 before the project was renamed.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 07:02:54 GMT
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First post.

Thankyou Whitedragon. I appreciate your time and persistance with this. The plugin manager should really change things and help other developers too.
It's great that you still do this for everyone else. Top man.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [cmatt42](#) on Thu, 21 Jun 2007 07:23:01 GMT
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I'm not a server owner, but excellent.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 07:27:48 GMT
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so its the new ssaow right?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Hex](#) on Thu, 21 Jun 2007 07:33:29 GMT
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yes

The plugin system is sweet!

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 07:36:12 GMT
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wow all that work i did on my scripts and mods now they make this -_- ffs.....

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 07:36:12 GMT
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joe937465 wrote on Thu, 21 June 2007 03:27so its the new ssaow right?

You could think of it like that, but you'd be wrong really. It is SSCTF, SSAOW etc etc in one .dll with soft coded options in .ini files to change game modes and other settings.

It allows for allot more community group development. Whether or not this will ever get used I do not know, but the option is there now.

It's pretty awesome in my opinion.

joe937465 wrote on Thu, 21 June 2007 03:36wow all that work i did on my scripts and mods now they make this -_- ffs.....

All the work you did?

TBH the changes you made are minor compared to what some will have to do if they want to port there code.

You will find SSGM familiar to SSAOW 1.5 in most respects. And the code can easily be applied to this. Albeit a few changes will have to be made.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 07:47:01 GMT
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no the scripts u did do a lot i just had to copy and paste and put names its mainly the objects files im talking about

i was editing a already made objects file before the guy quiet i was editing it and adding new things and making them better and i have no idea how to start from scratch >.< >.< >.< >.< >.< and the scripts i guess i would just have to find where everything at

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 07:55:07 GMT
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Your old objects file should still work. Just rename it to objects.gm.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 07:55:50 GMT
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Indeed, it would be extremely helpful to have a list of presets changes from ssaow 1.5 to SSGM, i.e if any scripts have been added to a preset.

Many people will be in a similar position, and if nothing much has changed from the last objects.aow to the objects.gm file then it would be far easier to modify your old objects.aow file so it is updated to the new standard.

Any chance of this Whitedragon?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:01:22 GMT
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the sciptss that u made reborn i noticed some of the shit in the gm source are not there could i just copy and paste the whole selection? including the default stuff that was in the old ssaow?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:01:22 GMT
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There aren't actually any required changes to the objects file. I made sure that any script attaching and any preset changes were done in scripts.dll so people could use their old objects file. The only changes to the one included here is that I cleaned it up by removing some unneeded scripts.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:02:44 GMT
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If you can, stay away from editing the SSGM source itself. Instead put your mods in a plugin.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:06:39 GMT
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so i dont have to do anything to the objects file?

also how the hell do i work on a plugging? LOL!!!

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 08:08:53 GMT
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Thanks for clearing that up Whitedragon, thats a real nice effort =]

And joe.. the code i changed in ssaow 1.5 for you is also present in ssgm, you just havn't found it yet.

But take WhiteDragon's advice, build any mods into a plugin. This is the way foward and will be much easier for people to share that way. There is an example plugin included, it should be quite easy to create a small plugin with the changes you wanted. It wil lalso make things clearer for other people viewing your source code.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:10:14 GMT
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Take a look at Plugin Example Source.zip.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:11:32 GMT
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ok so the changes reborn gave me i put them in plugin section instead of the normal souce files correct?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:17:46 GMT
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What kind of changes are these?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:19:06 GMT
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not sure!! what they are called.....reborn?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 08:25:07 GMT
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There's a few additions to the chat hook.

Also I showed him how to add a couple of lines to m00_grant_powerup::killed to create an explosion if the preset is a hotwire/tech, I don't know whether he included that or not.

The crate manager you created too I altered slightly so that it didn't destroy the object if there was one in the last 180 seconds.

But pretty much just a bunch of additions to the existing chat hook.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:30:27 GMT

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For the chat stuff you can just stick it into the plugin's chat hook.

For the crate changes you'd need to copy and paste the entire crate script(MDB_SSGM_Crate) from SSGM into the plugin and then add your changes to it.

For the killed explosion you could make a new script in the plugin and attach it to players via an object creation hook similar to how MDB_SSGM_Player is attached.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:34:25 GMT

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Whitedragon wrote on Thu, 21 June 2007 03:30 For the chat stuff you can just stick it into the plugin's chat hook.

ok i could figure that out

Quote:

For the crate changes you'd need to copy and paste the entire crate script(MDB_SSGM_Crate) from SSGM into the plugin and then add your changes to it.

huh? whole new script? or editing something in plugins?

Quote:

For the killed explosion you could make a new script in the plugin and attach it to players via an object creation hook similar to how MDB_SSGM_Player is attached.

[/quote]

ty but i didn't add the explosion

Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:36:48 GMT

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Make 2 new files, gmcrate.cpp and gmcrate.h, and add them to the plugin project. Then copy all the parts of the MDB_SSGM_Crate script from SSGM's gmcrate.cpp and gmcrate.h.

Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [reborn](#) on Thu, 21 Jun 2007 08:42:56 GMT

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joe937465 wrote on Thu, 21 June 2007 04:34

huh? whole new script? or editing something in plugins?

he means search for "MDB_SSGM_Crate" in the ssgm source code and copy the whole thing, including the registrant and header stuff, then place it in the plugin source code. Then make the change.

However you didn't actually ask for the change, I forgot I left it in there when I was testing the crate changes. Which BTW I forgot to mention the crate changes...

I also changed the Nod and GDI random character array to add for more presets, then changed the random integer code for the character crate so that it also had a chance of choosing those added presets.

The change to the crate manager stuff only means that if you change the spawn delay time on the crate to less than 180 seconds it will actually work. At the monet ssaow 1.5 is hard coded to prevent that from happening. Meaning if you want to change the spawn delay on the crate it can only be over 180 seconds. I removed the limitation.

Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:49:53 GMT

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ok do i copy everything in the gmcrates.ccp into the one in the projects source or jsut these 2 parts

MDB_SSGM_Crate::Created or the MDB_SSGM_Crate::Custom

and if those 2 then do i edit ANYTHING the in normal source files?

because from what i see im editing those parts but not the parts where u type what the random char crate gives but im dumb so ya

Subject: Re: SSGM, previously SSAOW, Version 2.0

so like what im trying to say is i only copy and paste everything i edit or the whole scripts including the

```
char *RandomGDIChar[14][2] =
{
    {"Officer", "CnC_GDI_MiniGunner_1Off" },
    {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
    {"Sydney", "CnC_Sydney" },
    {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
    {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
    {"Patch", "CnC_GDI_Grenadier_2SF" },
    {"Havoc", "CnC_GDI_MiniGunner_3Boss" },
    {"Prototype Sydney", "CnC_Sydney_PowerSuit" },
    {"Mobius", "CnC_Ignatio_Mobius" },
    {"Hotwire", "CnC_GDI_Engineer_2SF" },
    {"GDI Mutant", "CnC_GDI_Mutant_0_Mutant" },
    {"GDI Acolyte", "CnC_GDI_Mutant_1Off_Acolyte" },
    {"GDI Templar", "CnC_GDI_Mutant_2SF_Templar" },
    {"Locke", "GDI_Brigadier_Locke" }
};

char *RandomNodChar[14][2] =
{
    {"Officer", "CnC_Nod_Minigunner_1Off" },
    {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
    {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
    {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
    {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
    {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
    {"Sakura", "CnC_Nod_Minigunner_3Boss" },
    {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
    {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
    {"Technician", "CnC_Nod_Technician_0" },
    {"Nod Mutant", "CnC_Nod_Mutant_0_Mutant" },
    {"Nod Acolyte", "CnC_Nod_Mutant_1Off_Acolyte" },
    {"Nod Templar", "CnC_Nod_Mutant_2SF_Templar" },
    {"Kane", "Nod_Kane" }
};
}
```

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 09:31:23 GMT
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Every part of MDB_SSGM_Crate and all the random vehicle and character arrays.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 09:52:22 GMT
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so everything thats not another scripts then ok ill try it out 1)another thing how do i install these into a serv dir? i have the brenbot full installer i just overwrite the files?
2) some server side mods like picking up sbh suits requires the person to have the scripts now does this mean if those server side mods are installed in this type of server does that mean the client would have to have 3.4.1 scripts? or just the normal corepaths?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [NFHAVOC](#) on Thu, 21 Jun 2007 11:23:27 GMT
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will i be able to modify the credits and points a player receives when they pickup, steal, return, or capture the flag

i have a crazyctf server and instead of it just being a make shift sniper game i modified the points of those so they go after the flag not just kill each other

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Sn1per74*](#) on Thu, 21 Jun 2007 14:49:30 GMT
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I'm guessing we're supposed to delete objects.aow?

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 15:12:50 GMT
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joe937465 wrote on Thu, 21 June 2007 05:52so everything thats not another scripts then ok ill try it out 1)another thing how do i install these into a serv dir? i have the brenbot full installer i just overwrite the files?

2) some server side mods like picking up sbh suits requires the person to have the scripts now does this mean if those server side mods are installed in this type of server does that mean the client would have to have 3.4.1 scripts? or just the normal corepaths?

1) Place objects.gm inside the data dir of your server. Place the new bhs.dll and scripts.dll in your server directory along with the shaders.dll, d3d8.dll and d3dx9_30.dll. In your case you will need to just change your old objects.aow into objects.gm.

2) Just the core patch, the bhs call was put in the clients scripts.dll a long time ago =]

NFHAVOC wrote on Thu, 21 June 2007 07:23will i be able to modify the credits and points a player receives when they pickup, steal, return, or capture the flag

i have a crazyctf server and instead of it just being a make shift sniper game i modified the points of those so they go after the flag not just kill each other

Yes, you will be able to modify that. Infact it is now softcoded into ssgm.ini under "CapturePoints=" so it is as easy as opening the ini file and changing the points value instead of the code itself. Very handy indeed.

Sn1per74(2) wrote on Thu, 21 June 2007 10:49I'm guessing we're supposed to delete objects.aow?

No, just rename your objects.aow file to objects.gm instead if you have a modified objects file based on ssaow 1.5.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [IronWarrior](#) on Thu, 21 Jun 2007 15:44:53 GMT
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Very nice.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Xpert](#) on Thu, 21 Jun 2007 17:40:00 GMT
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Umm WD, does this include the PT fixes? Because the date added says June 3rd and you did the fix around June 19. I'm just hoping that's an error or you forgot to upload the Windows version of it.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [NFHAVOC](#) on Thu, 21 Jun 2007 19:16:38 GMT
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how do i add in the flag locations of the sp maps

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [NFHAVOC](#) on Thu, 21 Jun 2007 22:32:23 GMT
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and how does making different maps different game modes work

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 22:43:27 GMT
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To add new flag positions to an SP map you need to make a section for that map in ssgm.ini, [M01.mix] for example. Then add a new class for the flag under that. It would look like:

```
[M01.mix]
CTF_C##_Name=name here
CTF_C##_CaptureLimit=5
CTF_C##_Enabled=1
CTF_C##_Reverse=0
CTF_C##_Team1_X=
CTF_C##_Team1_Y=
CTF_C##_Team1_Z=
CTF_C##_Team0_X=
CTF_C##_Team0_Y=
CTF_C##_Team0_Z=
```

being the number of the class, starting from 01.

To make a map use a different game mode just add "GameMode=#" to that map in the map specific section.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 22:54:08 GMT
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white dragon im sorry but im confused on which things you edit in source files and which things you add or edit in the plug in source files

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [CdCyBoRg](#) on Thu, 21 Jun 2007 22:59:01 GMT
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Typo in the SSGM config file.

in translated Presets >

POW_Pistol_Player=Automati Pistol

missing the c

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [NFHAVOC](#) on Thu, 21 Jun 2007 23:53:55 GMT
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cani enable vehicles and mines for ctf

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Fri, 22 Jun 2007 01:03:05 GMT
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so this new ss thing its like the new ssaow then is this like a major update? like omg i got to get this now! or is it ok to not have to run it because for server what severs better should be there but if its not that big of a change then ya...

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [AoBfrost](#) on Fri, 22 Jun 2007 01:10:16 GMT
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I tried this a few months ago when it was still in beta, some multi game/ladder clan site had renegade files, i found ssgm 2.0 beta in there and wanted to try it, after trying the beta, my server crashed and never worked again until I reinstalled, now this seems interesting, if this new one works normal, I will soooo use this cause it has alot more than ssaow did.

Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Fri, 22 Jun 2007 07:46:25 GMT
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joe937465 wrote on Thu, 21 June 2007 21:03so this new ss thing its like the new ssaow then is this like a major update? like omg i got to get this now! or is it ok to not have to run it because for server what severs better should be there but if its not that big of a change then ya...

It's like "omg i got to get this now!". It really is the way forward with regards to sharing mods and code.

Say your ssaow1.5 mod, if i wanted that in my ssaow 1.5 mod then I would have to port the code over to my version to make it work.

However if you put your mod in a plugin then I could simply declare that plugin in the ssgm.ini file and have it working in a matter of seconds.

It will encourage people to share and make it easier to have teams of modders all working on the same mod, but as separate plugins rather than all working from the same source code.

Hopefully there will be a page in a few months time filled with plugin downloads for ssgm, this is when you will wish your server is running it as you can try out cool new mods and console commands etc etc very easily as it is so portable.

I for one will definitely be making a point of releasing as many plugins as I can. I dare say someone will be really clever and take that old source code of xpHaze and vamp it up, then make a bot regulator plugin for it too. That would be nice...

I can definitely see someone making a regulator plugin anyway.. That alone will be worth using ssgm.

The only bad point I can think of for it is that it doesn't load the aow mod itself as a plugin, you have no choice but to run the aow mod part of it. However this doesn't bother me personally as I love the aow mod part anyway, and if you don't then you can disable most of it via the ini file anyway.

Subject: Re: SSGM, previously SSAOW, Version 2.0

Posted by [=HT=T-Bird](#) on Fri, 22 Jun 2007 12:10:48 GMT

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Yeah, when it comes to scripts.dll-based regulators at the moment, nothing useful has been released (the XpHaze bot I have heard about is unfinished, and BI won't be able to release theirs for a while). I will talk to StealthEye about getting a basic regulator-in-a-SSGM-plugin going to tide the Renegade community over 'til BI gets their bot untangled from their SS modification.
