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Subject: How do you make plugins for ssgm?

Posted by [AoBfrost](#) on Mon, 09 Jul 2007 04:42:30 GMT

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I've been modding ssgm and was wondering how do you make a plugin? I've been modding source files which is sorta easy, hard sometimes, but I want to make a plugin so I dont need to recode scripts.dll everytime i upgrade ssgm to the newer one, so my question is, what do you do in c++ to make a plugin? is there any special coding needed? or do i just take gmscripts.cpp and other files i edit and add that into the plugin? I'm not 100% sure so if anyone will give me a basic plugin making guide, thanks....if not...i'll just keep editing source files and not update ssgm for a while...

Some basic stuff i did was add extra chars into random character crate such as petrova for gdi, and kane for nod, and changed the nuke crate into a ion crate which kills you with a quick blast of ion... these are things i want to make into a plugin, some others i havent started yet, but thats all i have done for now in a few hours.

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Subject: Re: How do you make plugins for ssgm?

Posted by [Whitedragon](#) on Mon, 09 Jul 2007 04:53:15 GMT

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Copy the scripts that you're editing into the plugin. They will override the ones in SSGM. There's also "Making Plugins.txt" in the documentation folder and the included example plugin source.

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Subject: Re: How do you make plugins for ssgm?

Posted by [AoBfrost](#) on Mon, 09 Jul 2007 05:00:45 GMT

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so nothing will go wrong from having similar coding in the scripts.dll and plugin.dll? well ok! Sounds good to me, since i didnt edit gmscripts.h should i include it into ssgm plugin.dll? or screw it and leave it in script.dll

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Subject: Re: How do you make plugins for ssgm?

Posted by [Whitedragon](#) on Mon, 09 Jul 2007 05:09:53 GMT

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You need to copy every part of the script, even if you didn't edit that part. Including the stuff in gmscripts.h.

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Subject: Re: How do you make plugins for ssgm?

Posted by [AoBfrost](#) on Tue, 10 Jul 2007 00:05:04 GMT

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Another question I have (rather than making new thread)

I am wanting to make backpacks spawn rather than the gun/armor when a player dies, how do I do this, a100 helped me out, but then for some reason c++ didnt properly save the file, so all my work went to waste and i lost all my scripts for making the player drop the backpack, any help with how to do this?

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Subject: Re: How do you make plugins for ssgm?  
Posted by [Whitedragon](#) on Tue, 10 Jul 2007 00:10:26 GMT  
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Do you just want to change the weapon/armor model to the backpack or do you want to make the backpack have all of their picked up weapons in it?

The former is easy; just use Commands->Set\_Model in MDB\_SSGM\_Player::Destroyed when it spawns the weapon or armor. I think "p\_backpack" is the correct model.

The latter will be in the next version of SSGM.

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Subject: Re: How do you make plugins for ssgm?  
Posted by [AoBfrost](#) on Tue, 10 Jul 2007 00:12:43 GMT  
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Can you show me an example of like doing it with a GDI soldier, my coding knowledge is very bad if i am just told what to do, once i got one down pat, i can do all the others quickly and easily.

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Subject: Re: How do you make plugins for ssgm?  
Posted by [Whitedragon](#) on Wed, 11 Jul 2007 03:05:53 GMT  
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Which? You didn't answer my question.

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Subject: Re: How do you make plugins for ssgm?  
Posted by [AoBfrost](#) on Wed, 11 Jul 2007 04:53:34 GMT  
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All i want is a example of 2 differnet characters weapon drops edited so that when you die ingame, you drop armor and gun but it spawns as a pack with both armor and gun INSIDE the backpack, the reason i need 2 characters done is so I know what to edit for the next, because whenever i edit the first character, sometimes i dont know what symbol i must add or take away to complete the script

for the example, if someone would show me

gdi minigunner with pack spawner, then the next character with pack spawner script also...

Oh i forgot to mention, since I am editing this for my clan;s main server I decided to use SSAOW instead, because after reading ssaow, it's a bit more spread out and open for me to understand, and well....I dont want to have to have our main modder recode everything into ssgm, so i decided to just edit what we have right now, and improve it.

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