
Subject: 2 SSGM Plugins released

Posted by [Hex](#) on Mon, 13 Aug 2007 20:05:56 GMT

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1. Beacons

SSGM 2.0.2 Beacons plugin

This plugin has 2 parts to it, the first allows you to block/allow beacon purchases
The second is the part of the SSGM beacon code that displays laid/disarmed/detonated

1. Beacon purchase control

Console commands

beacon_allow <ID> allows a player to purchase beacons

beacon_disallow <ID> blocks a player from purchasing beacons

2. SSGM code changes

Stops players from laying 'fake' beacons in their own base

Shows the player name had their beacon disarmed and players beacon that has detonated

([BEACON] player1 attempted to deploy a fake Nuclear Strike Beacon., [BEACON] player1
disarmed player2's Nuclear Strike Beacon, [BEACON] player1's Nuclear Strike Beacon has
detonated)

Hex

<http://www.n00bless.com>

Download

2. Defences

SSGM 2.0.2 Extra defences (rebuyable)

Allows you to have extra defences on any map at any location with the ability to rebuy defences
by picking up a powerup disk that donates credits to the rebuild fund, including default map ones

You can also set the chances of having defences enabled by setting the percentage in plugin.ini
(BaseDefence=xx)

Build costs

Turrets - 1400

Towers - 2000

Nod Gun Emplacements - 600
GDI Gun Emplacements - 600

Adding new base defences is quick and simple

console command

savecords <turret/tower/nodemp/gdiemp>

All build costs double when your team has lost its powerplant

Hex

<http://www.n00bless.com>

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Subject: Re: 2 SSGM Plugins released
Posted by [Xpert](#) on Sat, 25 Aug 2007 13:06:15 GMT
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FYI, the links are dead. Just a heads up just incase people would still want to download these.

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Sat, 25 Aug 2007 14:32:36 GMT
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They were removed, the plugin is going to be part of the next BRenBot release

Subject: Re: 2 SSGM Plugins released
Posted by [Spyder](#) on Sat, 25 Aug 2007 14:48:41 GMT
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Bullcrap...I wanted to see what they were like (-_-)

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Sat, 25 Aug 2007 17:00:58 GMT
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What one do you want to try, both have been updated with new options

Subject: Re: 2 SSGM Plugins released
Posted by [Xpert](#) on Sat, 25 Aug 2007 17:41:55 GMT
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I wanted to try the base defense one tbh D;

Subject: Re: 2 SSGM Plugins released
Posted by [Spyder](#) on Sat, 25 Aug 2007 18:29:36 GMT
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I wanted to try the Base Def one too. It's a bit like the Black-Cell mod.

Subject: Re: 2 SSGM Plugins released
Posted by [Genesis2001](#) on Sat, 25 Aug 2007 18:48:07 GMT
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Xpert wrote on Sat, 25 August 2007 11:41 I wanted to try the base defense one tbh D;

:/

Download Reborn's "rebBD.dll" plugin... It has features the extra base defenses :/

-MathK1LL

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Sat, 25 Aug 2007 20:11:32 GMT
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Ill post a version later

Subject: Re: 2 SSGM Plugins released
Posted by [Xpert](#) on Sat, 25 Aug 2007 20:30:29 GMT
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MathK1LL wrote on Sat, 25 August 2007 14:48 Xpert wrote on Sat, 25 August 2007 11:41 I wanted to try the base defense one tbh D;

:/

Download Reborn's "rebBD.dll" plugin... It has features the extra base defenses :/

-MathK1LL

I have it. I'm just interested in seeing Hex's version since it had a console command.

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Sat, 25 Aug 2007 22:31:38 GMT
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Quote:SSGM Base defences 1.3

Defence options - this comes in 2 parts.

Enable extra defences.

This gives you the option to have extra defences on any map (Gun emplacements (AI controlled), Nod turrets and GDI towers). You can use a chance system of them being enabled using `ChanceDefences=xx (%)` or have them permanently turned on/off using `EnableExtraDefences=0/1` and `ChanceDefences=xx (%)`

New locations for defences can be added by simply standing in the place you would like them and using `savecords turret/tower/nodemp/gdiemp` (console command)

Enable defence rebuild

If you have extra defences enabled or just want to be able to rebuild the default defences on a map you can use `EnableDefenceRebuy=0/1`. Rebuild costs can be set as shown below (cost of rebuilding doubles when the teams powerplant is dead)

Defence rebuild costs:

You can set the cost of rebuilding the defences in the ini (all costs double when the teams powerplant is dead)

```
TurretRebuildCost=1400  
TowerRebuildCost=2000  
EmpRebuildCost=600
```

File Attachments

1) [SSGM_Defences.rar](#), downloaded 278 times

Subject: Re: 2 SSGM Plugins released
Posted by [Spyder](#) on Sun, 26 Aug 2007 09:07:29 GMT
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Thank you very much!

Subject: Re: 2 SSGM Plugins released
Posted by [Xpert](#) on Mon, 27 Aug 2007 15:51:12 GMT
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Gracias Hex. ^_^

Subject: Re: 2 SSGM Plugins released
Posted by [silentevil](#) on Tue, 04 Sep 2007 06:43:04 GMT
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i cant downlod it !!

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Tue, 04 Sep 2007 08:38:23 GMT
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Updated to 1.4

Fixed a bug were the disk would not respawn if the enemy picked it up.
added amount left required to rebuild the defences

I'd like to say thank you to Daniel (RoShamBo), James (dead6re) and Lee (pvtschlag) for certain parts of code used in this plugin and bug fixes

File Attachments

1) [SSGM_Defences_1.4.rar](#), downloaded 246 times

Subject: Re: 2 SSGM Plugins released
Posted by [silentevil](#) on Thu, 06 Sep 2007 10:24:46 GMT
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this plugin dont creat base defense : wokr it wiht the newst ssgm version but i need reborns base defense plug ? for work ?

gretz miklo

Subject: Re: 2 SSGM Plugins released
Posted by [Hex](#) on Thu, 06 Sep 2007 11:41:33 GMT
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Yes, it does create defences

Subject: Re: 2 SSGM Plugins released
Posted by [silentevil](#) on Thu, 06 Sep 2007 12:00:58 GMT
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but no for me

Subject: Re: 2 SSGM Plugins released
Posted by [FreaX-NL](#) on Sun, 16 Mar 2008 11:23:16 GMT
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Hey HeX,

Would it be possible if u can put the beacons script for ssgm online?...

regards FreaX-NL

PS:Thanx for the defence plugin...it`s wors fine

Subject: Re: 2 SSGM Plugins released
Posted by [danpaul88](#) on Sun, 16 Mar 2008 11:33:17 GMT
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It's included in brenbot.dll, an SSGM plugin Hex made that was released with BR 1.52

Subject: Re: 2 SSGM Plugins released
Posted by [FreaX-NL](#) on Sun, 16 Mar 2008 11:44:02 GMT
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Ah ic...well i work with NR

Subject: Re: 2 SSGM Plugins released
Posted by [danpaul88](#) on Sun, 16 Mar 2008 22:36:42 GMT
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brenbot.dll will still work with SSGM even if you use NR, but NR does not have a plugin supporting the additional commands you can use with it.
