
Subject: [Release] split mine limit plug-in
Posted by [reborn](#) on Thu, 19 Jun 2008 13:05:40 GMT
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New Version is live now

This plug-in allows you to have two separate limits for remote c4 and proximity mines. Currently remote c4 adds to the limit of your proxy mines, this plug-in separates the counters so they no longer do that, there limits are independent of each-other.

The person that done most of the work for this plug-in and deserves your thanks is dead6re. Whilst I have released it and made a few small changes to it to make it more compliant with SSGM and added a few trivial changes here and there to make it nicer for server owners, he is the one that dug out the internals and made this happen, without him it would not be here.

The console command to change the limit of both the remotes and proximity mine limit is:
setminelimit

The plug-in over-rides SSGM's !c4 command to display the information correctly.
It also adds these two new command for players.
!prox and !remotes, which pages the player active information about there teams respective c4.

These screen shots have been taken in a cnc_reborn server, however the plug-in works just as well in a renegade server or an APB server (not that they have remote c4).

Here is the link to download the plug-in (contains a readme):
<http://www.game-maps.net/index.php?action=file&id=1221>
The readme was written by Dead6re, it is no reflection of my personal thoughts about anyone or entity. But it was part of the condition for being able to release the files.

Where's the source code?

You guys know me. I always release the source code. This unfortunately isn't a general case. Whilst you can be sure this plug-in doesn't contain any deliberate malicious code (it has been reviewed and confirmed by WhiteDragon after I looked too, just to be super safe). It does contain hooking code, which is not a good idea to show other people. It also contains code that shows possible exploits and vulnerabilities for people looking to create memory hacks. For these reasons alone I do not have any current intention of releasing the source code.

I know that may sound sucky to some people, but it really has only been done to protect renegade and other w3d based games from cheaters. We certainly do not want any more of them, or making there life any easier. I never mind releasing source code, and this decision has bugged me, but I hope you guys can trust the legitimate reasons why in this case it isn't being released.

Subject: Re: [Release] split mine limit plug-in
Posted by [zunnie](#) on Thu, 19 Jun 2008 13:10:10 GMT
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Very nice work you guys, this should make a lot of people very happy!

Subject: Re: [Release] split mine limit plug-in
Posted by [IronWarrior](#) on Thu, 19 Jun 2008 13:13:56 GMT
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Awesome.

Subject: Re: [Release] split mine limit plug-in
Posted by [Gladiator](#) on Thu, 19 Jun 2008 13:40:48 GMT
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Fantastic, thanks =D

Subject: Re: [Release] split mine limit plug-in
Posted by [mrÅ£Ä\\$Ä-z](#) on Thu, 19 Jun 2008 14:51:32 GMT
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WHats about making C4 limit 127
remote limit 127
etc would it work?

Subject: Re: [Release] split mine limit plug-in
Posted by [Caveman](#) on Thu, 19 Jun 2008 15:50:08 GMT
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madrackz wrote on Thu, 19 June 2008 15:51WHats about making C4 limit 127
remote limit 127
etc would it work?

Well the readme says not to go above 60. 60 proxy and 60 remotes should be more then enough,
dont you think?

Subject: Re: [Release] split mine limit plug-in
Posted by [jnz](#) on Thu, 19 Jun 2008 16:04:02 GMT
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All 3 cannot add up to anything higher than 127.

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 16:29:12 GMT
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Just to say I endorse this release. Unfortunately the RenegadeFDS has a fixed limit of 127 mines thus I set the limit as 60 to ensure this isn't reached. Westwood set the limit at 30 for a reason, I would say this does not need to be changed.

Split limits are nice and I'm sure I will have my critics for this. However I would like to point out that certain communities will not be using this plug-in and expressed this too me. It shows they may not all want to be the same. This is a major game changing feature.

Subject: Re: [Release] split mine limit plug-in
Posted by [Sir Kane](#) on Thu, 19 Jun 2008 17:01:05 GMT
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```
void Maintain_C4_Limit(int team){
    int *type;
    /*Extra vars go right here*/

    ScriptableGameObj *obj, *defuse_p = NULL, *defuse_r = NULL;
    int count_p = 0, count_r = 0;
    GenericSLNode *node = GameObjList->Get_Head();
    while (node){
        obj = (ScriptableGameObj*)node->m_pData;
        if (obj->As_PhysicalGameObj() && obj->As_C4GameObj() && obj->Get_Player_Type() ==
team){
            /* Some extra code goes here (3 lines)*/
            if (*type == C4_PROXIMITY){
                count_p++;
                if (!defuse_p || Get_C4_Time(obj) > Get_C4_Time(defuse_p))defuse_p = obj;
            }
            if (*type == C4_REMOTE){
                count_r++;
                if (!defuse_r || Get_C4_Time(obj) > Get_C4_Time(defuse_r))defuse_r = obj;
            }
            /* Another line */
        }
        __next:
        node = node->m_pNext;
    }
    if (count_p > 30 && defuse_p) Defuse_C4(defuse_p);
}
```

```
if (count_r > 30 && defuse_r) Defuse_C4(defuse_r);
}
```

FIGURE THE MISSING PARTS OUT!

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 17:07:31 GMT
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Sir Kane: I thought so. Your way is admittedly better than mine and shows my assembly skills are somewhat less than yours.

Subject: Re: [Release] split mine limit plug-in
Posted by [reborn](#) on Thu, 19 Jun 2008 17:17:16 GMT
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Sir Kane wrote on Thu, 19 June 2008 13:01

```
void Maintain_C4_Limit(int team){
    int *type;
    /*Extra vars go right here*/

    ScriptableGameObj *obj, *defuse_p = NULL, *defuse_r = NULL;
    int count_p = 0, count_r = 0;
    GenericSLNode *node = GameObjList->Get_Head();
    while (node){
        obj = (ScriptableGameObj*)node->m_pData;
        if (obj->As_PhysicalGameObj() && obj->As_C4GameObj() && obj->Get_Player_Type() ==
team){
            /* Some extra code goes here (3 lines)*/
            if (*type == C4_PROXIMITY){
                count_p++;
                if (!defuse_p || Get_C4_Time(obj) > Get_C4_Time(defuse_p))defuse_p = obj;
            }
            if (*type == C4_REMOTE){
                count_r++;
                if (!defuse_r || Get_C4_Time(obj) > Get_C4_Time(defuse_r))defuse_r = obj;
            }
            /* Another line */
        }
        __next:
        node = node->m_pNext;
    }
    if (count_p > 30 && defuse_p) Defuse_C4(defuse_p);
    if (count_r > 30 && defuse_r) Defuse_C4(defuse_r);
}
```

FIGURE THE MISSING PARTS OUT!

I didn't have you down as a scripts.dll fanboy, go figure.

Subject: Re: [Release] split mine limit plug-in
Posted by [Sir Kane](#) on Thu, 19 Jun 2008 17:19:39 GMT
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Nothing scripts.dll there.

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 17:21:10 GMT
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Sir Kane wrote on Thu, 19 June 2008 13:19Nothing scripts.dll there.
Some very familiar calls then.

Subject: Re: [Release] split mine limit plug-in
Posted by [Sir Kane](#) on Thu, 19 Jun 2008 17:24:57 GMT
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Like?

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 17:34:14 GMT
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Sir Kane wrote on Thu, 19 June 2008 13:24Like?
Most likely its just due to the engine names provided by Westwood. However if you are into sharing now, thats great.

Subject: Re: [Release] split mine limit plug-in
Posted by [Lone0001](#) on Thu, 19 Jun 2008 19:24:06 GMT
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Sweet! Was wondering if anyone was going to release anything like this, great job

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 19:30:43 GMT
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Okay, It seems our testing didn't manage to find a bug. Unfortunately I forgot to check the team of the C4 objects when I disarm them so it could accidently disarm the other teams c4.

Whoops

Reborn should have a fix coming out soon who will check the code to ensure it is not destructive.

Subject: Re: [Release] split mine limit plug-in
Posted by [Crimson](#) on Thu, 19 Jun 2008 20:49:59 GMT
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Quote:3) As this community supported Dead6re a long time ago, you agree to give Dead6re a second chance and must unban him until the rules are broken again.

4) You are not Crimson or any way associated with n00bstories administration due to the fact they annoy Dead6re (This excludes luv2pb).

Apparently these are 2 of the 4 conditions for the use of this DLL. Just in case anyone is wondering why you are being asked to give him a second chance, it's because Dead6re was a member of the moderating staff on n00bstories and Spooky caught him using cheats in a few of his screenshots. He was also caught sneaking code into his reserved slots release that allowed him to get into any server whether or not the server owner wanted him to have a reserved slot.

And of course, we have no use for this DLL because we have had this feature working without flaw for over a year now.

Your pettiness is not amusing.

Subject: Re: [Release] split mine limit plug-in
Posted by [mrÅ£Äz](#) on Thu, 19 Jun 2008 21:19:55 GMT
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Crimson wrote on Thu, 19 June 2008 15:49Quote:3) As this community supported Dead6re a long time ago, you agree to give Dead6re a second chance and must unban him until the rules are broken again.

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And of course, we have no use for this DLL because we have had this feature working without flaw for over a year now.

Your pettiness is not amusing.

There are some Ways (not only GSA) to play with other Peoples Playername..

Subject: Re: [Release] split mine limit plug-in
Posted by [Starbuzz](#) on Thu, 19 Jun 2008 21:21:35 GMT
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nick-spoofers...

Subject: Re: [Release] split mine limit plug-in
Posted by [reborn](#) on Thu, 19 Jun 2008 22:12:13 GMT
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Crimson wrote on Thu, 19 June 2008 16:49Quote:3) As this community supported Dead6re a long time ago, you agree to give Dead6re a second chance and must unban him until the rules are broken again.

4) You are not Crimson or any way associated with n00bstories administration due to the fact they annoy Dead6re (This excludes luv2pb).

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And of course, we have no use for this DLL because we have had this feature working without flaw for over a year now.

Your pettiness is not amusing.

Just for the record, that is why I deliberately made a point of including this:

Quote:The readme was written by Dead6re, it is no reflection of my personal thoughts about anyone or entity. But it was part of the condition for being able to release the files.

Just incase you thought I was trying to be shitty.

Subject: Re: [Release] split mine limit plug-in
Posted by [reborn](#) on Thu, 19 Jun 2008 22:51:13 GMT
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New version has been added to game-maps now on the same link, version .02. Do not use the old version.

This version has also been checked for possible hidden and unwanted features. There is no deliberate malicious code.

<http://www.game-maps.net/index.php?action=file&id=1221>

Subject: Re: [Release] split mine limit plug-in
Posted by [Crimson](#) on Thu, 19 Jun 2008 23:47:36 GMT
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It wasn't name hacking. He posted screen shots himself in the n00bstories forums and other forums and Spooky noticed subtle clues in them that proved he was using certain cheats. Dead6re admitted to it (only after he was caught) and THAT is why he was banished from the community.

http://24.239.220.58/smak/ubb/cgi/ultimatebb.cgi?ubb=get_topic;f=33;t=007587

Subject: Re: [Release] split mine limit plug-in
Posted by [Gen_Blacky](#) on Fri, 20 Jun 2008 02:18:36 GMT
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Thanks reborn

Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Fri, 20 Jun 2008 07:19:31 GMT
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Crimson wrote on Thu, 19 June 2008 16:49Quote:3) As this community supported Dead6re a long time ago, you agree to give Dead6re a second chance and must unban him until the rules are broken again.

4) You are not Crimson or any way associated with n00bstories administration due to the fact they annoy Dead6re (This excludes luv2pb).

Apparently these are 2 of the 4 conditions for the use of this DLL. Just in case anyone is wondering why you are being asked to give him a second chance, it's because Dead6re was a member of the moderating staff on n00bstories and Spooky caught him using cheats in a few of his screenshots. He was also caught sneaking code into his reserved slots release that allowed

him to get into any server whether or not the server owner wanted him to have a reserved slot.

Your pettiness is not amusing.

People are under no obligation to follow the terms. I cannot and will not enforce them. I suppose writing a README in a rage doesn't help.

The fourth reason is not due to any that have been mentioned as of yet.

Subject: Re: [Release] split mine limit plug-in
Posted by [zunnie](#) on Fri, 20 Jun 2008 11:22:56 GMT
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If you downloaded the file yesterday (19 june) then you should download it again today since it was updated by IronWarrior.

Subject: Re: [Release] split mine limit plug-in
Posted by [Crimson](#) on Fri, 20 Jun 2008 18:24:31 GMT
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dead6re wrote on Fri, 20 June 2008 00:19l suppose writing a README in a rage doesn't help.

Very true.

Subject: Re: [Release] split mine limit plug-in
Posted by [Starbuzz](#) on Fri, 20 Jun 2008 21:07:23 GMT
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Awesome stuff!

Subject: Re: [Release] split mine limit plug-in
Posted by [_SSnipe_](#) on Fri, 20 Jun 2008 21:31:22 GMT
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i always wanted something like this.....ty reborn
