Subject: Commander Plugin?? Or Server Side Mod?
Posted by SniperKitten on Sun, 11 Jan 2009 02:58:56 GMT
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Im wondering cause i really really badly need this. is there a plugin for commander and stuff.

like i mean GDI:Commander Nod:Commander

like that, that can use !weapon !veh, and stuff along those lines. is there anythiing out there that has that for Bren Bot, Or NR, Or Anything Or just a server side mod?? It would be very helpfull if someone could help me with this!

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by danpaul88 on Sun, 11 Jan 2009 11:10:29 GMT
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What is this 'Commander' thing everyone keeps rabbiting on about anyway? I have yet to see any server that uses such a thing.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by jnz on Sun, 11 Jan 2009 13:42:58 GMT
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It would be trivial with a small edit to the custom scripts.dll. You could even do it with the LuaPlugin.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by nopol10 on Sun, 11 Jan 2009 14:21:51 GMT
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It has actually been in use for a long time and I think the first time I saw it was in the Black-Cell server a few years ago. It gives the player that is designated commander at the start of the match certain powers to better manage the team.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by SniperKitten on Sun, 11 Jan 2009 15:43:47 GMT
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Does anyone know where i can get this? or where i could learn how to create this?? i really would apperciate it if someone could help me with this.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by jnz on Sun, 11 Jan 2009 15:55:30 GMT
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SniperKitten wrote on Sun, 11 January 2009 15:43Does anyone know where i can get this? or where i could learn how to create this?? i really would apperciate it if someone could help me with this.

RoShamBo wrote on Sun, 11 January 2009 13:42It would be trivial with a small edit to the custom scripts.dll. You could even do it with the LuaPlugin.

No one is going to hand it to you on a plate.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by SniperKitten on Sun, 11 Jan 2009 16:03:07 GMT
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well i know that. what program would i use to create this?. And what file would i edit for it?

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by jnz on Sun, 11 Jan 2009 16:23:41 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 1311

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by wittebolx on Tue, 13 Jan 2009 15:40:38 GMT
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RoShamBo wrote on Sun, 11 January 2009 16:55SniperKitten wrote on Sun, 11 January 2009 15:43Does anyone know where i can get this? or where i could learn how to create this?? i really would apperciate it if someone could help me with this.

RoShamBo wrote on Sun, 11 January 2009 13:42It would be trivial with a small edit to the custom scripts.dll. You could even do it with the LuaPlugin.

No one is going to hand it to you on a plate.

Actually someone will hand it on a plate

Many people on this forum know this already and offcourse the people on my board know it.

Im making an extra gamemode for SSGM based on my C&C server with the commander thing enabled.

Reason that it isnt released yet is because of the new patch, im not creating/publishing something that needs a major edit when scripts 4.0 comes out.

So for the people that are continiously messaging me about the "mod" i am running on my servers, here is the info!! i'm working on it and yes it will be released for the public.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by Genesis2001 on Tue, 13 Jan 2009 18:11:23 GMT
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danpaul88 wrote on Sun, 11 January 2009 04:10What is this 'Commander' thing everyone keeps rabbiting on about anyway? I have yet to see any server that uses such a thing.

Apparently the wiki is down and has been for sometime

But anyway...the commander system is something I believe started with Dragonade(perhaps the best ssmod I've seen). It's a combination of both regulator and server. Commanders can use various commands like "!rr"(request repairs), "!blockharv"/"!unblockharv", "/page <server> !o <order>", team fund, etc.

!rr - request repairs, if the harvester or any building falls below 50% HP, it sends the team's commander a ppage alerting them that it's about to die or something. The commander can then type !rr in team chat and it would send a tpage out to his team saying "XX needs repairs!"

!(un)blockharv - commander has the ability to stop the harvester in motion wherever he pleases. Useful for blocking the harvester at the entrance of your base just in sight of your defences to block an impending rush.

/page <server> !o <order> - the commander has the ability to issue an order to his team commanding them to do whatever he wants (e.g. "MED RUSH", "FLAME RUSH", etc)

Team Fund - players can donate to the team fund so the commander can call in special commander abilities. (!donate tf <amount> to donate to the team's team fund). only the commander and 'withdraw' funds from the team fund. He can donate money from the team fund to his teammates if he chooses as well.

There are many more functions I can talk about but I've gotta get going.

Subject: Re: Commander Plugin?? Or Server Side Mod?
Posted by Ma1kel on Tue, 13 Jan 2009 21:09:02 GMT
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danpaul88 wrote on Sun, 11 January 2009 07:10What is this 'Commander' thing everyone keeps

rabbiting on about anyway? I have yet to see any server that uses such a thing.
Yea, Black-Cell only implemented it more than 5 years ago.