

---

Subject: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [reborn](#) on Sat, 18 Apr 2009 16:55:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ReadMe:

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc\_renegade.  
It was written by reborn from MP-Gaming.COM (fm\_reborn@hotmail.com).

This is the first release version and probably has some bugs, with feedback I will fix any more bugs found.

This plug-in allows players to start a poll to set the next map in the rotation to there choosing.  
The commands available to players to do this are:

!votnextmap <map name>

!VOTENEXTMAP <map name>

!VoteNextMap <map name>

!vnm <map name>

!VNM <map name>

PollNextMap <map name>

!PNM <map name>

!POLLNEXTMAP <map name>

!pollnextmap <map name>

The command allows players to use part map names, this means they do not have to type out the full map name in order for it to work.

For example, this would work if you had cnc\_mesa.mix in the rotation, "!vnm mes".

Players in the server then get to either !vote yes or !vote no.

There is a configurable .ini file included in the download called votenextmap.ini that allows the server owner to choose how long the vote goes on for.

It's default is 180 seconds (3 minutes). It also allows the server owner to configure how many votes the poll needs to win by before the next map is changed.

I believe this plug-in is compatible with the random rotation plug-in I released, but I haven't checked. Feed-back is welcome.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.

If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code. Don't be selfish, release the source code.

I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.

You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

```
[Plugins]
```

```
01=votnextmap
```

You will also need to add the votenextmap.ini file to your server folder.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

Download

---

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [Genesis2001](#) on Sun, 19 Apr 2009 03:31:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Nice!

side note: Can you indent? :/ lol

---

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [reborn](#) on Sun, 19 Apr 2009 21:37:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Updated to include a tiny bug fix.

---

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [Genesis2001](#) on Mon, 20 Apr 2009 00:19:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

what was the bug? I've already begun modifying it and indenting the code. lol

---

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [reborn](#) on Mon, 20 Apr 2009 04:27:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

A boolean check on the !vote chat hook to make sure a vote was actually in progress, otherwise players could !vote yes or !vote no without a vote actually happening at that time.

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [ExEric3](#) on Tue, 21 Apr 2009 16:19:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think you put wrong link for download  
[http://game-maps.net/staff/reborn/BetaSellVehPluginWin32\\_1.1.zip](http://game-maps.net/staff/reborn/BetaSellVehPluginWin32_1.1.zip)

---

Subject: Re: [Plug-in] SSGM2.02 VoteNextMap BETA  
Posted by [reborn](#) on Tue, 21 Apr 2009 16:55:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You're right, post has been fixed to this link,  
[http://game-maps.net/staff/reborn/BetaVoteNextMapPluginWin32\\_1.1.zip](http://game-maps.net/staff/reborn/BetaVoteNextMapPluginWin32_1.1.zip).

---