
Subject: I've been working on a commander system plug-in...

Posted by [reborn](#) on Thu, 23 Apr 2009 16:51:41 GMT

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It'll hopefully be released fairly soon, but I think I'll need a server owner that can provide feed-back to test it out before a general release. It's quite a bit of code compared to the other plug-ins and very configurable for the server owner, so I want to make sure it's right before a release, it's been confusing at times writing it.

If there are any volunteers that would be nice. Preferably you'll be experienced with running your own server and would be able to get a group of friends in the server to try and break it as much as possible.

I'm quite excited about this one, AFAIK there's nothing even remotely similar been released before and it'll hopefully be fun and encourage team work, without enforcing it.

Here's a sneaky peak at it...

<http://game-maps.net/staff/reborn/commander.wmv>

Subject: Re: I've been working on a commander system plug-in...

Posted by [Xpert](#) on Thu, 23 Apr 2009 16:54:19 GMT

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Hit me up on MSN, I got free time with a bunch of Atomix peeps to test it with.

Subject: Re: I've been working on a commander system plug-in...

Posted by [mr£ÄŞÄ-z](#) on Thu, 23 Apr 2009 17:56:28 GMT

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Nice i liked the Commander System, that got all noobs to some Teampay, cant wait to test it!

Subject: Re: I've been working on a commander system plug-in...

Posted by [Lone0001](#) on Thu, 23 Apr 2009 19:43:21 GMT

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I dunno about anyone else but I can't even see what the blue text says

Subject: Re: I've been working on a commander system plug-in...

Posted by [mr£ÄŞÄ-z](#) on Thu, 23 Apr 2009 20:10:44 GMT

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On my serv i use parachutes for my Powerups

Subject: Re: I've been working on a commander system plug-in...

Posted by [ErroR](#) on Thu, 23 Apr 2009 20:11:28 GMT

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Lone0001 wrote on Thu, 23 April 2009 22:43I dunno about anyone else but I can't even see what the blue text says

that's why mine is green

Subject: Re: I've been working on a commander system plug-in...

Posted by [Lone0001](#) on Thu, 23 Apr 2009 20:15:00 GMT

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I mean in that video... the quality is too bad to see it.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Brandon](#) on Thu, 23 Apr 2009 20:18:45 GMT

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Really neat! However, it was a bit awkward to hear a Havoc dialogue while you're on team Nod. Perhaps another sound effect?

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Thu, 23 Apr 2009 21:36:58 GMT

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Lone0001 wrote on Thu, 23 April 2009 15:43I dunno about anyone else but I can't even see what the blue text says

Sorry man, Windows movie maker stripped too much of it out. I might make another movie using camtasia, should be better...

Brandon wrote on Thu, 23 April 2009 16:18Really neat! However, it was a bit awkward to hear a Havoc dialogue while you're on team Nod. Perhaps another sound effect?

You're right, but time spent searching through the always.dat listening for a suitable sound file is the last thing I'll be doing. The nuts and bolts of the code is always my priority.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Thu, 23 Apr 2009 22:27:44 GMT

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<http://game-maps.net/staff/reborn/commander/commander.html>

Better quality ^

Subject: Re: I've been working on a commander system plug-in...

Posted by [a000clown](#) on Fri, 24 Apr 2009 01:28:40 GMT

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That looks cool, I wouldn't mind adding it to a live server that usually has around 20 players in it.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Genesis2001](#) on Fri, 24 Apr 2009 01:33:41 GMT

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reborn wrote on Thu, 23 April 2009

15:27<http://game-maps.net/staff/reborn/commander/commander.html>

Better quality ^

Could you actually make it smaller... It goes over my resolution >.>

Not to mention laggy.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Lone0001](#) on Fri, 24 Apr 2009 01:35:33 GMT

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I have to second the above tbh, and try using fraps when recording game footage

Desktop recorders don't do a good job recording game footage.

PS. Plugin looks interesting though.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Gen_Blacky](#) on Fri, 24 Apr 2009 03:08:28 GMT

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Zack wrote on Thu, 23 April 2009 20:33reborn wrote on Thu, 23 April 2009

15:27<http://game-maps.net/staff/reborn/commander/commander.html>

Better quality ^

Could you actually make it smaller... It goes over my resolution >.>

Not to mention laggy.

it was like half of my screen lol

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Fri, 24 Apr 2009 06:59:21 GMT

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a000clown wrote on Thu, 23 April 2009 21:28 That looks cool, I wouldn't mind adding it to a live server that usually has around 20 players in it.

Sweet, when it's ready to test out i'll pass it your way, unless you would rather wait for the general release.

Zack wrote on Thu, 23 April 2009 21:33 reborn wrote on Thu, 23 April 2009 15:27 <http://game-maps.net/staff/reborn/commander/commander.html>

Better quality ^

Could you actually make it smaller... It goes over my resolution >.>

Not to mention laggy.

Lone0001 wrote on Thu, 23 April 2009 21:35 I have to second the above tbh, and try using fraps when recording game footage

Desktop recorders don't do a good job recording game footage.

PS. Plugin looks interesting though.

I used Fraps for the first version, but Windows movie maker made it un-readable, I used Camtasia for the second movie because it gave a better quality with only a slight reduction in quality. If you want me to upload the raw Fraps avi file then I will, but it's 1.6gb compared to the 14 mb for this ones...

Here's a smaller version. Moan about it, and fucking die.

http://game-maps.net/staff/reborn/commander_small/commander_small.html

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Fri, 24 Apr 2009 09:14:09 GMT

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Advanced c4 messages for the team commander.

Subject: Re: I've been working on a commander system plug-in...

Posted by [ErroR](#) on Fri, 24 Apr 2009 09:32:54 GMT

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sweet

Subject: Re: I've been working on a commander system plug-in...

Posted by [Omar007](#) on Fri, 24 Apr 2009 10:05:01 GMT

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NICE

Subject: Re: I've been working on a commander system plug-in...

Posted by [ExEric3](#) on Fri, 24 Apr 2009 10:12:41 GMT

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I can also test it.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Fri, 24 Apr 2009 17:35:29 GMT

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ExEric3 wrote on Fri, 24 April 2009 06:12I can also test it.

I've got a couple of people now, but sure, the more the merrier. Thanks.

Team Commander can !order his team mates (just sends a pm to every one on there team). Was actually tricky constructing that sentence, but I've probably done it some weird ass way anyway (strcat and strcpy)...

Subject: Re: I've been working on a commander system plug-in...

Posted by [Jamie or NuneGa](#) on Fri, 24 Apr 2009 18:29:13 GMT

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don't use windows movie maker to shrink movies

I had a nice program on old comp which reduced size by a lot without any loss of quality(noticeable anyway).

Subject: Re: I've been working on a commander system plug-in...

Posted by [Lone0001](#) on Fri, 24 Apr 2009 19:36:02 GMT

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Does the supply crate just refill your health completely?

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Fri, 24 Apr 2009 19:54:31 GMT

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Lone0001 wrote on Fri, 24 April 2009 15:36Does the supply crate just refill your health completely?

No, if a player picks it up, it's exactly like refilling from the purchase terminal (refills all ammo for all weapons, apart from the beacon).

If a tank runs over it to pick it up, then it refills there health and armor to maximum.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Lone0001](#) on Fri, 24 Apr 2009 19:59:08 GMT

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Ah that's what I was wondering, if it refilled your health completely.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Sat, 25 Apr 2009 12:51:27 GMT

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I have a test version ready now, contact me on msn those interested in running a server for it. I really hope those people do actually have there community behind them or at least a small group of people to try and break it. I need actual real feed-back on bugs rather than just people wanting it first.

The 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 release version and probably has some bugs in it, with feedback I will fix bugs found.

This plug-in is based on the system first created by black-cell. However, it has been developed to be configurable for server owners so that they might set it up in a unique way for there own server. The plug-in allows the following to happen: There is allot of infomation following, but you should also check out the commander.ini for details on each setting.

.....
Vote in a commander for your team. useage:

!PollCommander;!pollcommander;!POLLCOMMANDER;!Pollcommander;!VoteCommander;!Vote commander;!VOTECOMMANDER;!votecommander;!PC;!pc;!Pc;!VC;!vc;!Vc

Then the player name. For example:

!pollcommander reb00b

The name does not have to be the whole name either, there are allot of players with stupid ass weird names like: "o0angelx-x1!\|!|!", to type there name would be a pain in the butt.

In this instance you could type:

!pollcommander angel

And it would still work, as long as "angel" was not a substring of someone else's name.

This will then start a vote going, team mates can then either !vote yes or !vote no. The amount more yes votes then no votes needed is configurable in the commander.ini file.

.....
voting for a commander. useage
!vote;!VOTE;!Vote;!poll;!Poll!POLL
Then your answer, yes or no. For example:
!poll yes, or !vote NO would be acceptable, but only when a vote is occuring...

.....
Check who your team commander is. Usage:

!commander;!Commander;!COMMANDER;!TC;!tc;!Tc;!TeamCommander;!TEAMCOMMANDER;!team commander

If there is a commander for that dudes team, then it will tell them the commander name, if not, it will page temm with instructions on how to start a vote.

.....
check the team fund. Usage:

!teamfund;!TeamFund;!TEAMFUND;!TF;!tf;!Tf;!tF

This pages the player what the current teamfund value is. The team fund is controlled by the team commander. It can be used to distribute money to other people or used to call in supply drops. If you run the base defense plug-in, it could be used for that too... The server owner can also configure a trickle to the team fund to, at default it is set to increase on it's own by ten credits every ten seconds. But this is subject tot he server owners change.

.....
donate to the teamfund. Usage:

!TFdonate;!tfdonate;!TFDONATE;!TeamFundDonate;!teamfunddonate;!TEAMFUNDDONATE;!TFD;!tfd

Then the amount to donate, for example:

!teamfunddonate 500

If I have 500 credits, then I would donate 500 credits to the team fund.

.....
healing_aura

The team commander gets a healing aura (can be toggled off by the server owner in commander.ini), this aura heals near-by team mates and there vehicles.

The strength of the aura, and the area of it's effect is controlled byt he server owner in commander.ini

.....
donating the team fund to a player, useage:

ONLY FOR COMMANDER

!tfdonateplayer;!TFDONATEPLAYER;!TFdonateplayer;!TFDonatePlayer

Then the player name and the amount, for example:

!tfdonate reb00b 500

If there was 500 credits in the team fund, and player reb00b was on the commanders team, then he would be given 500 credits from the team fund. This

command can only be used by the team commander. the name of the player works the same as the votecommander command, i.e you only have to type part of there name

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

I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code and add your own code, then release it.

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=commander
```

You'll also need to add commander.ini supplied to your SERVERs directory. This is where you can configure all the settings for the commander system.

You'll also need to place NOD_Supply.txt and GDI_Supply.txt in your servers DATA folder too. Please note the emphasis of where

to place the .dll and .ini file, that actual server directory, as where the two text files for the cinematics have to go in the DATA 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.

commander.ini

Quote:

```
[General]
```

```
;This setting is the number of votes they have to win by for the vote to win, and the commander be set. The votes have to come from team members.
```

```
;It is currently set to three by default. This means that if a vote for a team commander is started, then there needs to be three more "!vote yes" then there are "!vote no" votes.
```

```
Majority=3;
```

```
;This setting defines how long the vote for the team commander lasts for. By default it is set to 180 seconds (three minutes).
```

```
votelastforinseconds=180.0;
```

```
;This setting is the toggle for whether or not the team commander gets a healing aura or not. The healing aura heals close by friendly players infantry. Set this to 0 or 1.
```

```
CommanderGetsAura=1;
```

```
;This setting is the interval at which the aura heals people. It is currently set to 1.0 seconds, but could probably be set a little higher.
```

```
IntervalForAura=1.0;
```

;This setting is the radius at which the aura heals people. 15.0 is probably a good setting to leave it at, possibly a little less maybe.

AreaOfEffect=15.0;

;This is the amount at which friendly near-by players characters are healed by each time the aura has effect. It will heal health first, then armour.

HealthIncreaseValue=2.0;

;This is the starting value for the team fund, it's default is 0, but you could experiment and set it high, with no team fund trickle...

StartingTeamFund = 0;

;This is the interval at which the team fund trickle for each time is increased.

TeamFundIncreaseInterval=10.0;

;This is the amount the team fund for each team increases by each interval.

TeamFundIncreaseAmount=10;

;This setting configures how much the supply crate drop off costs the team commander

SupplyDropCost=500;

;This setting is the amount of seconds a commander has to wait before he can use the supply command again to call in a supply drop.

DropTimer=180;

;This setting toggles on or off, you should leave this on really, it briefly explains to the server about the team commander mode every 3 minutes.

;Perhaps in time it may be fine to turn it off, but it will be new for people for a long time...

EnableExplanationMessages = 1;

Subject: Re: I've been working on a commander system plug-in...

Posted by [futura83](#) on Sat, 25 Apr 2009 12:54:49 GMT

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reborn wrote on Sat, 25 April 2009 13:51 I have a test version ready now, contact me on msn those interested in running a server for it.

I really hope those people do actually have there community behind them or at least a small group of people to try and break it. I need actual real feed-back on bugs rather than just people wanting it first.

Have you tried to see what happens if the mines are placed at the enemy base or in the tunnels or something?

Or would it still show it as closest to the building it is closest to?

Edit: I meant for that Advanced C4 message thing.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Sat, 25 Apr 2009 12:57:27 GMT

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insert_name_here wrote on Sat, 25 April 2009 08:54

Have you tried to see what happens if the mines are placed at the enemy base or in the tunnels or something?

Or would it still show it as closest to the building it is closest to?

Edit: I meant for that Advanced C4 message thing.

It shows which building they are closest to. Generally this will mean they are on or around that building. However, all it's really doing is seeing which friendly controller they are closest too. So on under for example, if you placed them in the tiberium field, the message would say they are closest to the AGT.

I have not managed to sus out how I would tell if they are actually touching the building itself or not.

Subject: Re: I've been working on a commander system plug-in...

Posted by [a000clown](#) on Sat, 25 Apr 2009 14:14:46 GMT

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reborn wrote on Fri, 24 April 2009 02:59a000clown wrote on Thu, 23 April 2009 21:28That looks cool, I wouldn't mind adding it to a live server that usually has around 20 players in it.

Sweet, when it's ready to test out i'll pass it your way, unless you would rather wait for the general release.

There's no fun in testing if it doesn't cause a few unexpected results

I should note that my server is heavily modified with a lot of weird things, so it might be better (in terms of identifying possible bugs in your plugin) to find participants with standard servers.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Sat, 25 Apr 2009 16:18:56 GMT

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reborn wrote on Sat, 25 April 2009 08:57

It shows which building they are closest to. Generally this will mean they are on or around that building. However, all it's really doing is seeing which friendly controller they are closest too. So on under for example, if you placed them in the tiberium field, the message would say they are closest to the AGT.

I have not managed to sus out how I would tell if they are actually touching the building itself or not.

Although I could make it say which building it is closest to, but not count it if it is too far away, like say 20 feet or something, so you can be sure that the mines are pretty close to that structure. Infact I will do that... Thanks

a000clown wrote on Sat, 25 April 2009 10:14reborn wrote on Fri, 24 April 2009 02:59a000clown wrote on Thu, 23 April 2009 21:28That looks cool, I wouldn't mind adding it to a live server that usually has around 20 players in it.

Sweet, when it's ready to test out i'll pass it your way, unless you would rather wait for the general release.

There's no fun in testing if it doesn't cause a few unexpected results

I should note that my server is heavily modified with a lot of weird things, so it might be better (in terms of identifying possible bugs in your plugin) to find participants with standard servers.

OK, yeah that might be better.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Sladewill](#) on Sun, 26 Apr 2009 09:47:42 GMT

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Reborn you should try making it so the team commander can disarm any c4 their closest to

Subject: Re: I've been working on a commander system plug-in...

Posted by [futura83](#) on Sun, 26 Apr 2009 10:17:32 GMT

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I'm curious: Do those supply crates work for the enemy?

Subject: Re: I've been working on a commander system plug-in...

Posted by [mr£ÄŞÄ-z](#) on Sun, 26 Apr 2009 10:23:34 GMT

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Very nice, glad that you do something even if you dont run a Server

!rec Reborn nice

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Sun, 26 Apr 2009 11:21:47 GMT

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Sladewill wrote on Sun, 26 April 2009 05:47Reborn you should try making it so the team commander can disarm any c4 their closest to

Like a disarming proximity c4 aura? Hmm. It's possible, but I'm not sure it's that's too much or not. I might add that but as a toggle for server owners to choose if they want the commander to be granted that or not.

insert_name_here wrote on Sun, 26 April 2009 06:17I'm curious: Do those supply crates work for the enemy?

They do yeah, they work for anyone.

madrackz wrote on Sun, 26 April 2009 06:23Very nice, glad that you do something even if you dont run a Server

!rec Reborn nice

Thanks man.

Only exeric has come to me for the alpha release, the rest have not.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Sun, 26 Apr 2009 14:05:20 GMT

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reborn wrote on Sun, 26 April 2009 07:21Sladewill wrote on Sun, 26 April 2009 05:47Reborn you should try making it so the team commander can disarm any c4 their closest to

Like a disarming proximity c4 aura? Hmm. It's possible, but I'm not sure it's that's too much or not. I might add that but as a toggle for server owners to choose if they want the commander to be granted that or not.

Thanks Eric for joining to make sure it works..

<http://game-maps.net/staff/reborn/disarmaura.wmv>

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Mon, 27 Apr 2009 16:36:23 GMT

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None of the people I've sent the alpha version to have been able to break it or find any bugs so far. I'll probably release it tonight.

Subject: Re: I've been working on a commander system plug-in...

Posted by [Xpert](#) on Mon, 27 Apr 2009 16:44:21 GMT

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There is one thing I would suggest editing though.

The !vote yes and !vote no commands to something else. It interferes with regulators that use a poll system.

Oh and also the !poll command.

And not to mention the !tc command. !tc on a lot of servers is referenced for team change.

Subject: Re: I've been working on a commander system plug-in...

Posted by [reborn](#) on Mon, 27 Apr 2009 16:52:31 GMT

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Oh right, ok. Thanks.
