I did not add all the features that I had planned, mainly the distribution of points. But the source code is lying there in the points distribution system for anyone to pick-up and add themselves. It might make a nice project for some trying to learn, I dunno...
There is also allot of commented code in there that only needs a little tweaking. I really hope someone finishes this off.
I would of finished it all off, but the decision was based on time constraints and to be honest, getting bored of the veteran system itself.
It's still a really massive improvement on the last version though, and very configurable... Infact there was not allot that didn't make it really.

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 a second release version and probably has some bugs in it, with feed-back I will address these issues.

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.
There is allot of infomation in the veteran.ini and veter2.ini that will help you understand the configuration.

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.
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
or 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=veteran

You'll also need to add veteran.ini and veteran2.ini supplied to your SERVERs directory. This is where you can configure all the settings for the veteran system.
Any cinematic files you make for the !ability command will need to go in the servers 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.

ini files..

Quote:
[General]

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```
; This setting is the amount of health/armor a player has to repair before they are awarded a bonus veteran point. 200 is a pretty decent number for the average server.
reppointsneeded=200


```
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```
; This setting sets how many veteran points the power plant is worth
PowerPlantVetWorth=25

; This setting sets how many veteran points the refinary is worth
RefinaryVetWorth=25

; This setting sets how many veteran points the AGT & Obilisk is worth
DefenceVetWorth=25

; This setting sets how many veteran points the barracks and hand of Nod is worth
InfantryFactoryVetWorth=25

; This setting sets how many veteran points the Weapons factory and Air-Strip is worth
VehicleFactoryVetWorth=25

; This setting has been added because there are often other buildings used in fan maps or other mods. If the destroyed building does not fall into any of the above lists
; then the vet worth will defualt to this value.
AnyOtherBuildingVetWorth=25


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```
;This setting defines the amount of veteran points that are needed before a player reaches

veteran level one.
AmountOfVetPointsNeededForLevelOne=30

;This setting defines the amount of veteran points that are needed before a player reaches veteran level two.
AmountOfVetPointsNeededForLevelTwo=60

;This setting defines the amount of veteran points that are needed before a player reaches veteran level three.
AmountOfVetPointsNeededForLevelThree=100

 ;;
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;This setting defines how many veteran points disarming a beacon is worth
BeaconVetWorth=5

;This setting defines how many veteran points disarming a remote c4 is worth
RemoteC4VetWorth=1

;This setting defines how many veteran points disarming a timed c4 is worth
TimedC4VetWorth=1

;This setting defines how many veteran points disarming a proxyimity mine is worth
ProximityC4VetWorth=1

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;To not grant players any increase, you can set these values to 0.
; Please note, that whilst the player will see there health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal
; values are. This means players with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is.
; For some players this effect may look strange. They may even think they are cheaters. You may wish to not increase there health and armor at all, but rather use
; the health/armor regen settings below...

;This setting defines the percent increase a level 1 veteran player recieves on there characters armor
ArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there characters armor
ArmorIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there characters armor
ArmorIncreasePercentAtLevel3=7

;This setting defines the percent increase a level 1 veteran player recieves on there characters health
HealthIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there characters health
HealthIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there characters health
HealthIncreasePercentAtLevel3=7


```
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```
; These settings determine if veteran players recieve a health and armor regen on there character and there vehicle if they have one.

VeteranPlayersCharacterRegens=1
VeteranPlayersVehicleRegens=1

; If the above settings are set to 1, then the following settings determine how frequently there vehicle or character regens health and armor, and by what amount it heals by
; each time. And at each level of veterancy. This rates effect both the vehicle rate or healing and the character at all three levels of veterancy.

;This is how many seconds it takes between health increases
LevelOneRegenRate=2
; This is the amount of health/armor the players character or vehicle is healed by each time
LevelOneRegenAmount=1

;This is how many seconds it takes between health increases
LevelTwoRegenRate=2
; This is the amount of health/armor the players character or vehicle is healed by each time
LevelTwoRegenAmount=2

;This is how many seconds it takes between health increases
LevelThreeRegenRate=2
; This is the amount of health/armor the players character or vehicle is healed by each time
LevelThreeRegenAmount=3

```
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```
;To not grant players any increase, you can set these values to 0.
; Please note, that whilst the player will see there vehicles health set higher, to other players the health bar will not start to appear as if it is dropping until it gets down past what the normal
; values are. This means players vehicles with a higher then normal health or armor value will appear to not be taking damage until there health/armor drops below what it normally is.
; For some players this effect may look strange. They may even think they are cheaters.

VehicleArmorIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles armor
VehicleArmorIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles armor
VehicleArmorIncreasePercentAtLevel3=7

;This setting defines the percent increase a level 1 veteran player recieves on there vehicles health
VehicleHealthIncreasePercentAtLevel1=3

;This setting defines the percent increase a level 2 veteran player recieves on there vehicles health
VehicleHealthIncreasePercentAtLevel2=5

;This setting defines the percent increase a level 3 veteran player recieves on there vehicles health
VehicleHealthIncreasePercentAtLevel3=7


```
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```
; These settings define what weapons (if any) that you wish to grant veteran players at certain veteran levels. You can grant more then one if you like.
; However, be careful not to make veteran players too over-powered. Remember, they are being rewarded because they are good players.
; Although this is intended for weapons, you are actually giving them power-up's. You can infact give them any power-up you want here instead (or aswell)
; as weapons. Although most of the awesome power-up's are actually broken, Grenade vest, stealth suit, double damage etc etc.
; An example of a weapon power-up would be "POW_RepairGun_Player".

[Level1Weapons]
01=POW_RepairGun_Player

[Level2Weapons]
01=POW_RepairGun_Player

;;
;;;
;;
;;; ;;;;;;;;;;;;;;;;;;;
;; ;;;;;;;;;;;;;;;;;;;;;;;;
; These settings determine which preset has a veteran value and depending on the list you add it to, what that value is (they can have a value of 1,2,3,4,5 or 6). All the
; presets listed in VetWorth1 have a veteran value of 1.
; This system has been set up so that you can assign which preset you want to have a veteran value (only works for presets that are buildings, characters, buildings, c4 or beacons)
; The added advantage of this system (which to be honest I think is quite clever) is that you can add or remove presets. Meaning if you made a server side mod that changes the
; flamethrower character to the secret chef character, you could still have the chef give veteran points by looking up his preset name and adding it to one of the lists below.
; It also means you could remove all of the entries I made here, and replace them with presets from a standalone mod, such as APB or Reborn.
; In theory, if the server is capable of running SSGM, then you could make this system work for any mod past, preset or future.
; Obviously you can add entries to any of these lists, but remember to increase the number by one prefixing the entry first.
; If you place the same preset name in more then one list, then it's veteran value will default to the list with the most veteran value. But doing this is not recomended.
; Only place presets in here you actually want to have a veteran worth. If this is being used for APB for example, then remove all the renegade presets.

[VetWorth1]
01=CnC_GDI_Engineer_0
02=CnC_GDI_Grenadier_0
03=CnC_GDI_MiniGunner_0
04=CnC_GDI_RocketSoldier_0
05=CnC_Nod_Engineer_0
06=CnC_Nod_FlameThrower_0
07=CnC_Nod_Minigunner_0
08=CnC_Nod_RocketSoldier_0

[VetWorth2]
01=CnC_GDI_Grenadier_2SF
02=CnC_GDI_MiniGunner_1Off
03=CnC_GDI_MiniGunner_2SF
04=CnC_GDI_RocketSoldier_1Off
05=CnC_Nod_FlameThrower_2SF
06=CnC_Nod_Minigunner_1Off

07=CnC_Nod_Minigunner_2SF
08=CnC_Nod_RocketSoldier_1Off
09=CnC_Nod_RocketSoldier_2SF
10=CnC_Sydney
11=CnC_GDI_RocketSoldier_2SF
12=CnC_GDI_Humm-vee
13=CnC_Civilian_Pickup01_Secret
14=CnC_Civilian_Sedan01_Secret
15=CnC_Nod_Buggy
16=Nod_Chameleon
17=CnC_Nod_Recon_Bike
18=CnC_Nod_Transport
19=CnC_GDI_Transport
20=CnC_GDI_Harvester
21=CnC_Nod_Harvester
22=Nod_Turret_MP_Improved
23=Nod_Turret_MP
24=Nod_Turret
25=GDI_Guard_Tower

[VetWorth3]
01=CnC_GDI_Engineer_2SF
02=CnC_Ignatio_Mobius
03=CnC_Ignatio_Mobius_ALT2
04=CnC_GDI_MiniGunner_3Boss
05=CnC_Nod_FlameThrower_3Boss
06=CnC_Nod_Minigunner_3Boss
07=CnC_Nod_RocketSoldier_3Boss
08=CnC_Nod_Technician_0
09=CnC_Sydney_PowerSuit
10=CnC_GDI_APC
11=CnC_GDI_MRLS
12=CnC_Nod_APC
13=CnC_Nod_Mobile Artillery
14=CnC_GDI_MiniGunner_3Boss_ALT2
15=CnC_GDI_MiniGunner_3Boss_ALT3
16=CnC_GDI_MiniGunner_3Boss_ALT4
17=CnC_Sydney_PowerSuit_ALT2
18=CnC_Nod_FlameThrower_3Boss_ALT2
19=CnC_Nod_FlameThrower_3Boss_Petrova
20=Nod_FlameThrower_3Boss_alt
21=CnC_Nod_MiniGunner_3Boss_ALT2
22=Nod_Minigunner_3Boss_alt
23=CnC_Nod_RocketSoldier_3Boss_ALT2
24=CnC_Nod_RocketSoldier_3Boss_Secret

[VetWorth4]
01=CnC_GDI_Medium_Tank

02=CnC_Nod_Light_Tank
03=CnC_Nod_Flame_Tank
04=CnC_Nod_Apache
05=CnC_GDI_Orca

[VetWorth5]
01=CnC_GDI_Mammoth_Tank
02=CnC_Nod_Stealth_Tank

; I added this entry because although I never set any preset to a value of 6, when I used to mod with level edit I always wished there was a "spare" preset
; or some other preset that I could use, some blank entry of sorts. This entry allows for that. Perhaps if you have a crate that turns a player into some sort
; of super bad-ass preset then a vet value of 6 might be justified. It may be redundant, but it's doing any harm just sitting there...
[VetWorth6]

Quote:
[General]

 ;;
 ;;
 ;;
 ;;
 ;; ;;;;;;;;;;;;;;;;;;;;
 ;;; ;;;;;;;;;;;;;;;;;;;;;
; This setting defines if the veteran players can make use of the !ability command. More infomation in the readme.txt
AbilityEnabled=1

;This setting is defines how long a veteran player must wait before they can use the !ability command again. It is in seconds.
AbilityReloadTime=300.0f

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.
; You need to include the .txt file extension too. For example NodRVC_med.txt
; This has been set-up in this manor so that server owners can write there own cinematic files for each veteran level unique to there own server.
Level1AbilityCinematicFilename=

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.
; You need to include the .txt file extension too. For example NodRVC_med.txt
Level2AbilityCinematicFilename=

; This setting defines the cinematic filename that you need to create if you want abilities enabled. This setting is for the level 1 veterans.
; You need to include the .txt file extension too. For example NodRVC_med.txt
Level3AbilityCinematicFilename=

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```
; This setting toggles whether or not whether veteran characters should have a medal attached to them or not.
;AttachMedalsToVeterans=1

; This setting defines which presets should not have the medal attached to them (probably just the stealth black hand (but if this plug-in is used for a total conversion mod,
; then maybe others...).

;[InfantryThatShouldNotHaveMedal]
;01=CnC_Nod_FlameThrower_2SF

; This setting allows you to turn the medal into whatever model you like. This is done so it may work with total conversion mods, or to just let you change the medals
; model if you want to... Do not inlcude the w3d file extension, it will crash the server if you do.
; Veteran level 1 model name
;Level1MedalModelName=p_armedal

; Veteran level 2 model name
;Level2MedalModelName=p_hemedal

; Veteran level 3 model name
;Level3MedalModelName=p_hemedal

Download

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by ExEric3 on Fri, 08 May 2009 21:16:23 GMT
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Thanks reborn.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0

Posted by Gen_Blacky on Sat, 09 May 2009 00:07:25 GMT
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nice job i will be sure to test it and report bugs.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Xpert on Sun, 10 May 2009 04:13:34 GMT
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Quote:
[Level1Weapons]
01=POW_RepairGun_Player

[Level2Weapons]
01=POW_RepairGun_Player

[Level2Weapons]
01=POW_RepairGun_Player

You meant level 1, 2 and then 3 right?

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by reborn on Sun, 10 May 2009 09:11:31 GMT
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Yeah, just a typo, but that does need to be fixed in order for the server to read it.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Xpert on Sun, 10 May 2009 23:53:24 GMT
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```
 else if (message == CUSTOM_EVENT_VEHICLE_EXIT) {
  if (Get_Veh_Owner(obj) == sender) {
   float health = Commands->Get_Health(obj);
   float armor = Commands->Get_Shield_Strength(obj);
   Set_Max_Shield_Strength(obj, vehstartmaxarmor);
   Set_Max_Health(obj, vehstartmaxhealth);
   Commands->Set_Health(obj, health);
   Commands->Set_Shield_Strength(obj, armor);

   if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
    Remove_Script(obj,"reb_Regen_level_1");
```

```
  }
  if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
   Remove_Script(obj,"reb_Regen_level_2");
  }
  if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
   Remove_Script(obj,"reb_Regen_level_3");
  }
 }
}
```

Umm is it all suppose to be if level1?

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Xpert on Mon, 11 May 2009 00:09:36 GMT
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I came across more. A lot of them you copied and pasted, but you didn't change the numbers for a lot of the code for different levels. So a lot of them are using level 1 settings.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Gen_Blacky on Mon, 11 May 2009 02:55:46 GMT
View Forum Message <> Reply to Message

Xpert wrote on Sun, 10 May 2009 20:09I came across more. A lot of them you copied and pasted, but you didn't change the numbers for a lot of the code for different levels. So a lot of them are using level 1 settings.

I noticed the same thing

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by reborn on Mon, 11 May 2009 05:22:59 GMT
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Ah yes, that would be me being lazy. Please post what you found. Thankyou.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Scrin on Mon, 11 May 2009 08:21:26 GMT
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why all your stuff you posted is BETA? AND HAVE 5 STARTz??

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by reborn on Mon, 11 May 2009 10:37:46 GMT

I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to be a few errors.
Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather then just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other then I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway...
None fo them will ever come out of BETA, it's just convieniant.

They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it then a skin of a glowing ramjet or cornea damaging water texture.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Scrin on Mon, 11 May 2009 15:13:21 GMT

reborn wrote on Mon, 11 May 2009 13:37I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to be a few errors.
Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather then just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other then I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway...
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They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it then a skin of a glowing ramjet or cornea damaging water texture.
true, but glowing ramjet or cornea damaging water texture get effects on all maps, all modes, all PCs, your codes working only for WOL high servers and stuff...once again i will repeat that, and dont remove my message... why you didn't made stuff/codes/scripts for new C&C Reborn game modes? all stuff i saw you made its something about base defences components and tiberium silos, c'mon!

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Prulez on Tue, 12 May 2009 06:19:27 GMT

Niko "The Lay" wrote on Mon, 11 May 2009 17:13reborn wrote on Mon, 11 May 2009 13:37I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to

be a few errors.
Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather then just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other then I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway...
None fo them will ever come out of BETA, it's just convieniant.

They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it then a skin of a glowing ramjet or cornea damaging water texture.
true, but glowing ramjet or cornea damaging water texture get effects on all maps, all modes, all PCs, your codes working only for WOL high servers and stuff...once again i will repeat that, and dont remove my message... why you didn't made stuff/codes/scripts for new C&C Reborn game modes? all stuff i saw you made its something about base defences components and tiberium silos, c'mon!

Oh wow. So these plufins reborn releases change the way you, as a player, play these games on servers that choose to run these plugins.
You and your great skins might only affect, lets say, 30 people, while a plugin like this on a mayor could affect a lot more players and has more value in my eyes towards gameplay then some random skin.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Scrin on Tue, 12 May 2009 06:58:29 GMT
View Forum Message <> Reply to Message

Prulez wrote on Tue, 12 May 2009 01:19Niko "The Lay" wrote on Mon, 11 May 2009 17:13reborn wrote on Mon, 11 May 2009 13:37I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to be a few errors.
Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather then just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other then I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway...
None fo them will ever come out of BETA, it's just convieniant.

They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it then a skin of a glowing ramjet or cornea damaging water texture.
true, but glowing ramjet or cornea damaging water texture get effects on all maps, all modes, all PCs, your codes working only for WOL high servers and stuff...once again i will repeat that, and dont remove my message... why you didn't made stuff/codes/scripts for new C&C Reborn game modes? all stuff i saw you made its something about base defences components and tiberium silos, c'mon!

Oh wow. So these plufins reborn releases change the way you, as a player, play these games on servers that choose to run these plugins.
You and your great skins might only affect, lets say, 30 people, while a plugin like this on a mayor could affect a lot more players and has more value in my eyes towards gameplay then some random skin.
i just want all new scripts and stuff inside next reborn's release, why he wasted his time with these ones (since its already exist in all servers and stuff)

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by ExEric3 on Tue, 12 May 2009 09:18:54 GMT
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Hey reborn,

Im sending my crashdump.

File Attachments
1) crashdump2.txt, downloaded 681 times

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by reborn on Tue, 12 May 2009 09:53:52 GMT
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This is for the veteran system, not the commander system? Are you sure the crash is caused from the veteran system? When and how did it happen?

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by ExEric3 on Tue, 12 May 2009 10:18:14 GMT
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Its veteran system. Commander plugin is not installed yet. I dont know what exactly happened because it was during deep night.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Prulez on Tue, 12 May 2009 14:37:51 GMT
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Niko "The Lay" wrote on Tue, 12 May 2009 08:58i just want all new scripts and stuff inside next reborn's release, why he wasted his time with these ones (since its already exist in all servers and stuff)
I don't believe it was released as a SSGM plugin, with source included.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by reborn on Tue, 12 May 2009 16:48:29 GMT

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ExEric3 wrote on Tue, 12 May 2009 06:18Its veteran system. Commander plugin is not installed yet. I dont know what exactly happened because it was during deep night.

So you're not sure if this was a cause of the vet system, and you're not sure even if it was a direct cause, exactly what triggered it?
Go find out.

Prulez wrote on Tue, 12 May 2009 10:37Niko "The Lay" wrote on Tue, 12 May 2009 08:58i just want all new scripts and stuff inside next reborn's release, why he wasted his time with these ones (since its already exist in all servers and stuff)
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I think he is referring to cnc_reborn when he says reborn's next release. But he obviously isn't aware that reborn's FDS was released, and is based on SSGM. So it too takes these plug-in's, well, most of them, as does APB.
Just ignore him, he is trying to derail the topic and get on my nerves, he isn't worth the time explaining anything to.

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Scrin on Tue, 12 May 2009 17:10:44 GMT

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reborn wrote on Tue, 12 May 2009 18:48ExEric3 wrote on Tue, 12 May 2009 06:18Its veteran system. Commander plugin is not installed yet. I dont know what exactly happened because it was during deep night.

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explaining anything to.
just ignore your nerves, it helps

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by ExEric3 on Tue, 12 May 2009 17:46:42 GMT
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Again crashed:

[12.05.2009-19:45:09] <SKServ> [Vehicle Kill]: snowman (Stealth Tank) destroyed a Medium
Tank (Driver: DJDiaper - Owner: DJDiaper - LD: 12.00).
[12.05.2009-19:45:10] <SKServBot> !ppage digitaaal This server require Core Patch 2 because
later we planning add more maps! Type !cp2 in F2 (Public Chat) for download links.
[12.05.2009-19:45:11] <SKServ> *** Auto starting game. Type !shutdown to abort ***

That logs from night are:

[12.05.2009 - 01:06:55] <SKServ> [Purchase]: Bombenleger - Flame Tank.
[12.05.2009 - 01:07:07] <SKServ> [Kill]: sjsjav was killed (Raveshaw/Rail Gun).
[12.05.2009 - 01:07:10] <SKServ> *** Auto starting game. Type !shutdown to abort ***
[12.05.2009 - 01:07:10] <SKServ> Initializing Westwood Online Mode

And its caused by Veteran.dll because it started crashing after installation of this plugin. Is not
problem in RAM when this plugin save all to RAM? Some leaks or something? You cant put it to
some external file?

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by Fifaheld on Sat, 11 Feb 2012 10:47:58 GMT
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Hello. I Use this Plugin on My Server with SSGM 2.0.2 and Ability 2 and 3 dont Work. What is
please the Problem with Ability on Level2AbilityCinematicFilename and
Level3AbilityCinematicFilename ? What must i Insert? thx

Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by sla.ro(master) on Sat, 11 Feb 2012 10:56:57 GMT
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this plugin should be ported to TT and also fixed. idk if is ported already.