
Subject: SSGM2

Posted by [HTT-Bird](#) on Mon, 22 Jun 2009 02:49:45 GMT

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Is it worth my time to write a SSGM2 plugin, considering how bloated and buggy it is?

Subject: Re: SSGM2

Posted by [Distrbd21](#) on Mon, 22 Jun 2009 02:51:08 GMT

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HTT-Bird wrote on Sun, 21 June 2009 21:49: Is it worth my time to write a SSGM2 plugin, considering how bloated and buggy it is? that is really up to you...

Subject: Re: SSGM2

Posted by [danpaul88](#) on Mon, 22 Jun 2009 10:33:16 GMT

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I didn't know there WAS a second version of SSGM... when was that released?

Subject: Re: SSGM2

Posted by [nopol10](#) on Mon, 22 Jun 2009 10:39:23 GMT

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The current version of SSGM has always been known as SSGM 2.0.2. They probably didn't re-version after SSAOW became SSGM.

Subject: Re: SSGM2

Posted by [reborn](#) on Mon, 22 Jun 2009 11:12:17 GMT

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HTT-Bird wrote on Sun, 21 June 2009 22:49: Is it worth my time to write a SSGM2 plugin, considering how bloated and buggy it is?

Always, yes.

Subject: Re: SSGM2

Posted by [danpaul88](#) on Mon, 22 Jun 2009 12:05:03 GMT

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nopol10 wrote on Mon, 22 June 2009 11:39 The current version of SSGM has always been known as SSGM 2.0.2. They probably didn't re-version after SSAOW became SSGM.

Oh, I always referred to it as SSGM, I assumed he was talking about a new version of it.

Subject: Re: SSGM2

Posted by [Gen_Blacky](#) on Tue, 23 Jun 2009 02:56:01 GMT

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SSGM is just a broken down version of black cell server game manger right ?

Subject: Re: SSGM2

Posted by [reborn](#) on Tue, 23 Jun 2009 11:15:10 GMT

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Erm, no. SSGM is the Server Side Game Manager that everyone wanted and begged black-cell for, infact because they was a little slow in the first releases of SSAOW they had there servers dossed because of it, even during closed beta releases which they gave to a select few community members, it was leaked. SSAOW was hot stuff. SSGM is a massive improvement on SSAOW 1.5 and received well by the community. Until SSGM arrived there was no plug-in capability and you had separate .dll files for different game modes. Yes it has some bugs, but it isn't as bad as allot of people make out. Besides, there are few here who could actually do better.

Subject: Re: SSGM2

Posted by [danpaul88](#) on Tue, 23 Jun 2009 12:03:17 GMT

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The only compaints I have ever heard about SSGM is that some people seem to think its CTF mode is broken or something and keep moaning about how they have to use SSCTF instead... personally I have never had a problem with SSGM, although I don't use or play CTF either....

Subject: Re: SSGM2

Posted by [HTT-Bird](#) on Wed, 24 Jun 2009 01:28:46 GMT

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One major question about the current plugin mechanism: can you write a plugin without dragging half of SSGM in?

Subject: Re: SSGM2

Posted by [a000clown](#) on Wed, 24 Jun 2009 03:45:14 GMT

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If you would do a little research yourself, you might notice the SSGM download comes packaged with an example plugin to base your work off of...

Subject: Re: SSGM2

Posted by [reborn](#) on Wed, 24 Jun 2009 11:08:23 GMT

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HTT-Bird wrote on Tue, 23 June 2009 21:28 One major question about the current plugin mechanism: can you write a plugin without dragging half of SSGM in?

Depends on what you classify as SSGM. The API is a culmination of many peoples scripts. However the Plug-in does not use the SSGM scripts if that's what you mean. It provides several sample hooks for you to use.

Just have a go...

Subject: Re: SSGM2

Posted by [HTT-Bird](#) on Thu, 25 Jun 2009 01:46:26 GMT

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reborn wrote on Wed, 24 June 2009 06:08 HTT-Bird wrote on Tue, 23 June 2009 21:28 One major question about the current plugin mechanism: can you write a plugin without dragging half of SSGM in?

Depends on what you classify as SSGM. The API is a culmination of many peoples scripts. However the Plug-in does not use the SSGM scripts if that's what you mean. It provides several sample hooks for you to use.

Just have a go...

The sample plugin drags in several headers and .cpp files that are part of SSGM itself.
