
Subject: [Plug-in] SSGM2.02 ChangeTeamOnDeath BETA

Posted by [reborn](#) on Sun, 05 Jul 2009 11:50:21 GMT

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"Error" requested a script that changed a players team when he was killed for his mod. There are many way to accomplish the same thing, but I wrote it as a SSGM plug-in. It will probably not interest anyone, but I thought I might aswell release it anyway, seeing as he asked for it.

This does not mean I am back writing these things again, as I am still very busy, this just happened to be a very simple request.

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 in it, with feedback I will fix bugs found.

This plug-in has been written specifically for a user called "Error" on renegade forums.

He needed the players team to change to the opposite side when they are killed.

I am unsure how useful this plug-in is to anyone else, but thought I might aswell release it anyway.

All it does is change a players team whenever they are killed. Probably a way to do this without a plug-in, but this seemed easiest to me...

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=changeteamondeath
```

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.

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

Posted by [ErroR](#) on Sun, 05 Jul 2009 12:03:48 GMT

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Thanks

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

Posted by [ExEric3](#) on Sun, 05 Jul 2009 15:08:51 GMT

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Its compatible with Resurrection?

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

Posted by [YazooGang](#) on Sun, 05 Jul 2009 15:49:10 GMT

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"//Not GDI or Nod, probably a spectator or something..."

A spectator?

Nice anyways, there are alot of begginers that would want this.

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

Posted by [reborn](#) on Sun, 05 Jul 2009 19:44:05 GMT

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ExEric3 wrote on Sun, 05 July 2009 11:08Its compatible with Resurrection?

I think so, yeah.

YazooGang wrote on Sun, 05 July 2009 11:49"//Not GDI or Nod, probably a spectator or something..."

A spectator?

Nice anyways, there are alot of begginers that would want this.

Just added it incase they was teamed to something other than Nod, or GDI.
