
Subject: SSGM Plug-in Vehicle Team on Exit
Posted by [reborn](#) on Sat, 22 Aug 2009 15:16:22 GMT
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This is a very small, very simple plug-in that teams the vehicle to the person who exits the vehicles team.

I created it very quickly, but do not expect bugs as it is so simple.

However, I have not tested it in any sort of live environment, and am concerned it may cause base defense issues where it targets the empty vehicle...

Having said this, it was requested like this, so I am assuming the person who requested this thought that through...

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

This plug-in has been written for the renegade community based on a comment made by Spooky about balancing an exploit where people leave vehicles early.

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 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=VehicleTeam
```

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.

You can find the download on my new website, which is still very much a Work In Progress.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [infusi0n](#) on Sat, 22 Aug 2009 17:11:55 GMT
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So this binds a players vehicle to the team after that player has exited it (for a few seconds)?
Used to prevent people getting out pre-destruction to save points?

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [reborn](#) on Sat, 22 Aug 2009 17:38:08 GMT
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Not just for a few seconds, until an enemy enters it (or it's destroyed). But yes, it is to stop people getting out to deny the points of destroying it. However, this way base defenses will actually target it still. It's probably possible to stop that, but it wasn't requested.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [a000clown](#) on Sat, 22 Aug 2009 18:33:08 GMT
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Wouldn't this make it impossible to say, mass medium tanks? Unless of course the server has friendly fire enabled.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [jnz](#) on Sat, 22 Aug 2009 19:51:45 GMT
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Yes, but if the server owner wants players to be able "mass" tanks, they should just set the vehicle limit higher

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [Omar007](#) on Sat, 22 Aug 2009 22:22:55 GMT
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jnz wrote on Sat, 22 August 2009 21:51 Yes, but if the server owner wants players to be able "mass" tanks, they should just set the vehicle limit higher
That is how it should be.

I really think westwood should have made the game work like this script now does. Much better gameplay and a good way to 'fix' the exploit of making wreckages your own to make a 'mass'.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [Spoony](#) on Sun, 23 Aug 2009 15:10:22 GMT
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Thanks reborn, but is it possible to make it only temporary? i.e. five seconds would fix the problem, frankly.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [reborn](#) on Sun, 23 Aug 2009 17:34:41 GMT
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That's possible yeah, I will update it soon.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [Genesis2001](#) on Tue, 25 Aug 2009 08:58:53 GMT
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I'll use this on the server I setup for our team to practice on so.. ya. Just update it when you can or i bug you on msn for a week.

jk @ last part.

Subject: Re: SSGM Plug-in Vehicle Team on Exit
Posted by [reborn](#) on Sat, 05 Sep 2009 15:40:21 GMT
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Spoony wrote on Sun, 23 August 2009 11:10 Thanks reborn, but is it possible to make it only temporary? i.e. five seconds would fix the problem, frankly.

<http://spencerelliott.co.uk/downloads.html>

The 1.1 version at the top of the downloads list now does exactly that. Source included as always...
