
Subject: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Wed, 23 Jun 2010 22:21:31 GMT

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From the readme.txt:

Quote:Update History:

Version 2.0.3:

- Disabled the taunts added by Core Patch 2 (Renguard), which disables the no fall damage glitch
- Cleaned up SSGM startup messages + plugin loaded messages
- Updated SSGM.ini for better default settings (AOW/CTF/Snipe)
- ^Proper KillMsgs, objects file extension renamed, etc
- Included a stock objects.gm file for AOW and Snipe/CTF servers
- ^Fixed Harvester creation bug for Snipe/CTF mode
- Cleaned up all the crate messages (ingame and log related)
- Added !ssgm to verify ingame which version of SSGM is running (+scripts)
- Updated and renamed some source files

This is my first C++ release, so a special thanks goes out to Stealtheye, Reborn, and Zunnie for all their inspiration and support Released with permission from Whitedragon.

Download: <http://ren.game-maps.net/index.php?act=view&id=1393>

Subject: Re: [Server] SSGM 2.0.3

Posted by [Xpert](#) on Thu, 24 Jun 2010 01:59:37 GMT

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[quote title=trooprm02 wrote on Wed, 23 June 2010 18:21]From the readme.txt:

Quote:Update History:

Version 2.0.3:

- Disabled the taunts added by Core Patch 2 (Renguard), which disables the no fall damage glitch

There's a better way to do this but then again you're still a rookie in coding. I doubt some people will like the fact that the taunts were removed.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Thu, 24 Jun 2010 03:11:21 GMT
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Well, Im sure most people will agree their usefulness (ie: none) was not as important as blocking the ability for people to jump off a cliff/wall/building at any height and not take damage, so I removed them.

Reborn released a plugin to do just this, but I just disabled the code within SSGM itself rather than having to load an additional plugin.

Subject: Re: [Server] SSGM 2.0.3
Posted by [liquidv2](#) on Thu, 24 Jun 2010 05:32:01 GMT
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troop is right; they allow an exploit that was not there before they were implemented removing them removes the exploit

life will go on

Subject: Re: [Server] SSGM 2.0.3
Posted by [Goztow](#) on Thu, 24 Jun 2010 06:39:05 GMT
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No update to scripts 3.4.4?

Subject: Re: [Server] SSGM 2.0.3
Posted by [snpr1101](#) on Thu, 24 Jun 2010 06:40:28 GMT
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Goztow wrote on Thu, 24 June 2010 16:39No update to scripts 3.4.4?

No TT released either?

Man u sux.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Clark Kent](#) on Thu, 24 Jun 2010 06:44:22 GMT
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I don't know anything about coding and whatever... but has anyone identified what part of the code caused the bug?

Obviously it was something to do with the taunts, but is there any way to keep the taunts and still have the damage register?

Yea, the taunts were a "useless" additive, but they were a nice way to mess around. Without them all you can do is shoot at people, jump around, or play with C4 when you are not actually playing.*

* I know there are some asshole players/mods that think if you are not constantly in the battle you are AFK and should, "PLAY OR GTFO!!1"... but like I said they are assholes.

Subject: Re: [Server] SSGM 2.0.3
Posted by [snpr1101](#) on Thu, 24 Jun 2010 06:49:56 GMT
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Clark Kent wrote on Thu, 24 June 2010 01:44I don't know anything about coding and whatever... but has anyone identified what part of the code caused the bug?

Obviously it was something to do with the taunts, but is there any way to keep the taunts and still have the damage register?

Yea, the taunts were a "useless" additive, but they were a nice way to mess around. Without them all you can do is shoot at people, jump around, or play with C4 when you are not actually playing.*

* I know there are some asshole players/mods that think if you are not constantly in the battle you are AFK and should, "PLAY OR GTFO!!1"... but like I said they are assholes.

Sure keeping the taunts would be nice if possible. That being said; theres nothing worse in smaller games when you're the only person in the field with a tank. You die; respwn and to your dismay see half the team fucking around throwing timed c4's at each other and chasing one another / being a Rene Bruce Lee.

Can't help but ragequit when that happens.

Subject: Re: [Server] SSGM 2.0.3
Posted by [reborn](#) on Thu, 24 Jun 2010 07:36:54 GMT
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I've not looked at the source, but it's nice to see the release (I would still include some sort of visible message that it came from Black-cell tbh). Well done.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Thu, 24 Jun 2010 15:43:17 GMT
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Goztow wrote on Thu, 24 June 2010 01:39No update to scripts 3.4.4?

It was on my todo list, but then going over what I would have to do to port SSGM 2.0.2 to scripts 3.4.4 it was quite the work load (plus I recently upgrading my machine so updated to VS 2008 where SSGM was originally written in VS 2005 so wanted to void any potential errors).

@Reborn, thanks and expect an updated version of a few of your releases soon (oh, and full credits can still be found in the source)

If people just want it for the cleaned up loading/plugin messages or taunt damage fix, overwrite your scripts.dll with mine (won't work with modded servers obviously). It running really well on my clanwar server currently if you want to see it in action, and below ive linked to the !ssgm command which simply asks for the internal ssgm + scripts version:

Uploaded with ImageShack.us

Subject: Re: [Server] SSGM 2.0.3
Posted by [HaTe](#) on Thu, 24 Jun 2010 17:24:34 GMT
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Troop likes the taunts, he showed me after he finally got a kill in the sniper server. He did 3 in the time it took me to respawn, that's called being a pro. Still though, I think Stewie already fixed this at one point or another server side (don't quote me on that, not 100%) - So that the taunts could remain, and not be used as a glitch.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Ethenal](#) on Thu, 24 Jun 2010 18:46:18 GMT
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You can't really call this a new SSGM version if you're not the original creator (or otherwise authorized to do so).

Also, it took me about ten minutes to port SSGM to 3.4.4 (on Visual Studio 2010 as well, but I have Saberhawk to thank for that).

EDIT: I take that back, it appears you have WD's permission.

Subject: Re: [Server] SSGM 2.0.3
Posted by [ExEric3](#) on Thu, 24 Jun 2010 19:20:07 GMT
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Ethenal wrote on Thu, 24 June 2010 20:46
Also, it took me about ten minutes to port SSGM to 3.4.4 (on Visual Studio 2010 as well, but I have Saberhawk to thank for that).

Then release it or give us some tutorial how port it.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Omar007](#) on Thu, 24 Jun 2010 19:59:40 GMT
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Ethenal wrote on Thu, 24 June 2010 20:46 You can't really call this a new SSGM version if you're not the original creator (or otherwise authorized to do so).

Also, it took me about ten minutes to port SSGM to 3.4.4 (on Visual Studio 2010 as well, but I have Saberhawk to thank for that).

Hmm i either missed some stuff while porting or i was faster
Care to share?

Subject: Re: [Server] SSGM 2.0.3
Posted by [Ethenal](#) on Thu, 24 Jun 2010 21:22:16 GMT
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One sec, he posted it in an attachment on this forum.

EDIT: <http://www.renegadeforums.com/index.php?t=getfile&id=12745&rid=22131>

This is 3.4.4 however, not SSGM. Porting SSGM to 3.4.4 is, or at least this is how I did it, a simple matter of using a text comparison program (I used WinMerge) and adding all of SSGM's stuff into 3.4.4's files. Of course, things change in the code so you may have to edit a few things but as far as porting to 3.4.4 goes, it works perfectly fine with just copying and pasting.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Omar007](#) on Thu, 24 Jun 2010 21:30:16 GMT
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I actually ment the ported SSGM
Or atleast the files that changed.
You cant go and merge all differences, since 3.4.1 is different at some points due to changes that where made in the scripts itself (without SSGM).

So if you did merge all the files you might have put some leaks or w/e back in 3.4.4 which makes it pretty much 3.4.1 again

So i hope you payed attention to what you merged??

Subject: Re: [Server] SSGM 2.0.3
Posted by [Ethenal](#) on Thu, 24 Jun 2010 21:47:29 GMT
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Omar007 wrote on Thu, 24 June 2010 16:30I actually ment the ported SSGM
Or atleast the files that changed.

You cant go and merge all differences, since 3.4.1 is different at some points due to changes that where made in the scripts itself (without SSGM).

So if you did merge all the files you might have put some leaks or w/e back in 3.4.4 which makes it pretty much 3.4.1 again

So i hope you payed attention to what you merged??

Yeah, because most of SSGM is separate from scripts. There's relatively few things changed by SSGM in the scripts code itself, but there were a few structs and miscellaneous things that changed... not too difficult to fix. I'm not sure where my SSGM 3.4.4 version is, but I remember that it compiled and worked perfectly fine in Renegade, so.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Xpert](#) on Thu, 24 Jun 2010 21:59:28 GMT
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HaTe wrote on Thu, 24 June 2010 13:24

I think Stewie already fixed this at one point or another server side (don't quote me on that, not 100%) - So that the taunts could remain, and not be used as a glitch.

He did, so did a few other coders like Adad and probably Hex.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Tiesto](#) on Thu, 24 Jun 2010 22:11:34 GMT
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If you type !troop it does really cool stuff

Subject: Re: [Server] SSGM 2.0.3
Posted by [Ethenal](#) on Thu, 24 Jun 2010 22:12:54 GMT
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So poking around I have found that:

about twenty lines of code have been changed

two chat commands added

this appears to be based on some old, obscure version of SSGM because it has files that don't even have the same names as my version and even a few that are completely empty except for the GPL?

Subject: Re: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Fri, 25 Jun 2010 03:13:38 GMT

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Ethenal wrote on Thu, 24 June 2010 13:46

Also, it took me about ten minutes to port SSGM to 3.4.4)

I doubt it. Its pretty much like omar said, I haven't gone over the differences but its not a copy+paste operation. It sounds like yours is just reverting back to 3.4.1 (this is why it was such a big deal when blackintel ported ssaow to 2.9.3 from 2.3). As to this version, I used the same copy I downloaded from the server owners section years ago when 2.0.2 was first released, I did change some source files to their original full names if thats what you mean to give their authors proper credit.

Subject: Re: [Server] SSGM 2.0.3

Posted by [Ethenal](#) on Fri, 25 Jun 2010 05:49:02 GMT

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trooprm02 wrote on Thu, 24 June 2010 22:13Ethenal wrote on Thu, 24 June 2010 13:46

Also, it took me about ten minutes to port SSGM to 3.4.4)

I doubt it. Its pretty much like omar said, I haven't gone over the differences but its not a copy+paste operation. It sounds like yours is just reverting back to 3.4.1 (this is why it was such a big deal when blackintel ported ssaow to 2.9.3 from 2.3). As to this version, I used the same copy I downloaded from the server owners section years ago when 2.0.2 was first released, I did change some source files to their original full names if thats what you mean to give their authors proper credit.

How isn't it simple? There really aren't that many differences (which should be obvious given the version number difference is only 3.4.1 to 3.4.4).

Your example with 2.3 to 2.9.2 (not 3, doesn't exist) is pretty much void because there's a huge

version difference there. Those numbers aren't simply made up.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Fri, 25 Jun 2010 06:34:24 GMT
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2.9.3 was a typo, if you ever find your SSGM "ported" to 3.4.4, we'd all like to see it (preferably in a VS 2010 sln)

Subject: Re: [Server] SSGM 2.0.3
Posted by [Omar007](#) on Fri, 25 Jun 2010 09:18:28 GMT
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Well if he did replace all, his isnt and mine probably is.
Though if i would share my 3.4.4 SSGM you would miss alot as its stripped down and modified

Subject: Re: [Server] SSGM 2.0.3
Posted by [nopol10](#) on Fri, 25 Jun 2010 11:02:17 GMT
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I've ported SSGM to 3.4.4 as well for my RP2 server and all I did was put in the new 3.4.4 source into the SSGM project, replacing the stuff on the way and then solve the errors that occurred from there. I'm not sure if I still have the pure 3.4.4 + SSGM code lying around but I'll post it if I find it.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Fri, 25 Jun 2010 16:38:02 GMT
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nopol10 wrote on Fri, 25 June 2010 06:02and then solve the errors that occurred from there

Well I guess that would make sense, but it depends on the work load or its even possible (the scripts are pretty picky when it comes to compatibility, ex: except.lib in VS2010)

Subject: Re: [Server] SSGM 2.0.3
Posted by [Ethenal](#) on Fri, 25 Jun 2010 16:48:23 GMT
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nopol10 wrote on Fri, 25 June 2010 06:02I've ported SSGM to 3.4.4 as well for my RP2 server and all I did was put in the new 3.4.4 source into the SSGM project, replacing the stuff on the way and then solve the errors that occurred from there. I'm not sure if I still have the pure 3.4.4 +

SSGM code lying around but I'll post it if I find it.

That's exactly what I did, and shit, mine didn't even have compile errors because I was very thorough in doing it. I don't see why you people think it's so difficult.

Subject: Re: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Sat, 26 Jun 2010 02:54:37 GMT

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Ethenal wrote on Fri, 25 June 2010 11:48I don't see why you people think it's so difficult.

Did you find your version? Not sure what the big deal between 3.4.1 and 3.4.4 would be anyway.....

Subject: Re: [Server] SSGM 2.0.3

Posted by [Whitedragon](#) on Sat, 26 Jun 2010 06:10:57 GMT

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trooprm02 wrote on Wed, 23 June 2010 18:21Released with permission from Whitedragon.

Confirming.

Subject: Re: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Sat, 26 Jun 2010 16:02:16 GMT

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Whitedragon wrote on Sat, 26 June 2010 01:10trooprm02 wrote on Wed, 23 June 2010 18:21Released with permission from Whitedragon.

Confirming.

thanks, nice to see you still browse these forums btw

Subject: Re: [Server] SSGM 2.0.3

Posted by [reborn](#) on Wed, 07 Jul 2010 07:34:05 GMT

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To make the download smaller, delete the "bin" and "tmp" folders from the source code when you release stuff.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Wed, 07 Jul 2010 15:50:23 GMT
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Ah, ok noted and will do.

Subject: Re: [Server] SSGM 2.0.3
Posted by [trooprm02](#) on Sat, 11 Sep 2010 15:45:37 GMT
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Update: its pretty cool to have joined 2-3 servers recently to only realize they were using this

Looks like ill have to release a few of my other projects soon.

Subject: Re: [Server] SSGM 2.0.3
Posted by [halo2pac](#) on Sun, 12 Sep 2010 15:59:06 GMT
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update it to 3.4.4 and i'll be happy

Subject: Re: [Server] SSGM 2.0.3
Posted by [Speedy059](#) on Tue, 02 Nov 2010 09:36:56 GMT
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Mirror:
<http://renegade.dmehosting.com/Tools/SSGM.2.0.3.rar>

Subject: Re: [Server] SSGM 2.0.3
Posted by [danpaul88](#) on Tue, 02 Nov 2010 17:43:33 GMT
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I used to run 3.4.4 SSGM 2.0.2 on my test server ages ago, as others have said it's not exactly hard to merge the SSGM stuff into the 3.4.4 solution, fairly trivial. Doubt I still have the code anymore since it was part of a larger experiment into TCP logging that I never got around to finishing and has since been superseded by scripts.dll 4.0 SSGM.

Subject: Re: [Server] SSGM 2.0.3
Posted by [Gen_Blacky](#) on Wed, 03 Nov 2010 05:35:24 GMT
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danpaul88 wrote on Tue, 02 November 2010 11:43I used to run 3.4.4 SSGM 2.0.2 on my test server ages ago, as others have said it's not exactly hard to merge the SSGM stuff into the 3.4.4 solution, fairly trivial. Doubt I still have the code anymore since it was part of a larger experiment into TCP logging that I never got around to finishing and has since been superseded by scripts.dll 4.0 SSGM.

will ssgm 4.0 not have the same gamelog messages as ssgm 2.0.2 + the extra tcp logging info.

Subject: Re: [Server] SSGM 2.0.3

Posted by [danpaul88](#) on Wed, 03 Nov 2010 13:54:22 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=36724&start=0&rid=2> 893
