
Subject: [Scripts] Modified SSGM (2.0.2X)
Posted by [Xpert](#) on Thu, 30 Sep 2010 05:25:13 GMT
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Quote:

Version 2.0.2X:

- Added: New game mode, Deathmatch
- Added: Console commands
 changecharacter, freeze, flymode, givepoints, killplayer, refund, setcredits, setpoints, teleport, unfreeze
- Added: First blood feature to award players for getting the first kill
 They can be granted extra points and/or credits for a kill
- Added: Harvester gamelog messages prefixed under _HARVESTER
- Added: More crates have been included
 Big Boom, Disarm C4, God, Tiberium Shield, Money Multiplier, Kamikaze, Power Off, Frozen
- Added: Additional drop weapons have been included
 Refill drop to restore your health and ammo
 Tiberium Shield drop to prevent being damaged by tiberium until death
 Health packs will now drop instead of just armor
 A backpack that will contain a lot of weapons
 Armor and Health upgrades
- Added: Alert messages for beacons
 A message will now show telling teammates where their team member lays a beacon
 More alert messages for beacons are also included for gamelog prefixed _BEACON
- Added: Auto disarm on illegal beacons on Field, Snow, and Canyon.
- Added: The ability to request a team change using !rtc
- Added: Players can !tdonate from ingame
- Change: Many GameLog messages will now include more information
- Change: Drop weapons are now balanced more evenly for each character
- BugFix: Crates
 Points/De-Points crate will no longer give/take credits from a player
 Balance issues and probability for Random Vehicle and Character crates
- BugFix: Certain sound events that didn't work before

Latest Unofficial Version: 2.0.2-X by Xpert

Code provided by the original Dragonade mod created by WhiteDragon and vloknboky respectively.

It also includes code released by reborn for use of SSGM plugins. A majority of his plugins have been combined into SSGM itself. Additional code from the Atomix-Gaming Renegade servers (www.atomix-gaming.net).

Download: <http://www.atomix-gaming.net/downloads/SSGM2.0.2XWFDS.rar>

Currently the deathmatch mode is buggy. The weapon spawns around the field aren't working and I didn't feel like having the time to look at that. But other than that, it's functional. If anyone ever seen the old 2005 Dragonade DM, this is exactly the same as that. If anyone wants to make an attempt at fixing it and showing me how to, go ahead. If you noticed from the source code, I didn't fully complete the "DM Settings" stuff all the way and I just left it at that. I plan on making all the settings read the ini but for now, I left it at that.

I made this out of boredom. I'm in the process of adding "Capture The Mobius" as a gamemode. It's almost done. It's actually coming out better than the DM mode. I'll release when done. Enjoy!

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [reborn](#) on Thu, 30 Sep 2010 05:38:35 GMT
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Kick-Ass!

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [crisis992](#) on Thu, 30 Sep 2010 15:39:45 GMT
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Awesome =) nice release

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [Hypnos](#) on Thu, 30 Sep 2010 17:08:40 GMT
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The Capture the Mobius is insanely good fun.

Good release, X.

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [Creed3020](#) on Fri, 01 Oct 2010 17:19:01 GMT
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Looks great. Thank you for releasing this!

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [trooprm02](#) on Sun, 03 Oct 2010 03:38:57 GMT

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pe21789 wrote on Fri, 01 October 2010 12:02@Xpert
Nice Copy&Paste from cAmpa's Mod.

hrnshn!

Yes, alot of this stuff actually comes from cAmpa's personally work (based off RR, which he has the source to), which he did for atomix a couple of years ago, and Xpert is now releasing as his "own" work.

I'll leave it to cAmpa to look through it and tell us what Xpert himself may have added/fixed/etc.

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [Xpert](#) on Sun, 03 Oct 2010 04:58:53 GMT
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Xpert wrote on Thu, 30 September 2010 01:25
Latest Unofficial Version: 2.0.2-X by Xpert
Code provided by the original Dragonade mod created by WhiteDragon and vloktboky respectively.
It also includes code released by reborn for use of SSGM plugins. A majority of his plugins have been combined into SSGM itself. Additional code from the Atomix-Gaming Renegade servers (www.atomix-gaming.net).

Re-read that again for me, will ya? Not once have I claimed it to be my "own" work except me modifying it. Go figure. The code isn't a secret. There's source everywhere even dated back to the old dragonade mods. It's a matter of converting it into what SSGM is now. I also have source to Adad's mod from Gz0ne, not that it's any of your business.

On top of that, reborn is being generous to the public bringing that code back to life with source aswell. You have 2 options, you either download it, or don't download it. Until then, get your head out of your ass.

And 1 more thing, it's "a lot" not "alot". I get so sick of that shit.

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [Gen_Blacky](#) on Sun, 03 Oct 2010 07:05:16 GMT
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Cool xpert. Now don't be lazy xpert and fix the bugs in atomix starting with the vet system.

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [EaZiE](#) on Sun, 03 Oct 2010 07:35:43 GMT
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Tell ungy to add eazie1986@hotmail.co.uk or I will fucking mutilate him! Miss that mofo =]

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [robbyke](#) on Sun, 03 Oct 2010 19:07:57 GMT
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does this work with scripts 3.4?

Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [raven](#) on Mon, 04 Oct 2010 01:24:26 GMT
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