
Subject: [SSGM Plugin]Flaming C4 Prevention
Posted by [iRANian](#) on Wed, 15 Jun 2011 14:02:54 GMT

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This SSGM plugin will automatically disarm all C4 placed on friendly vehicles and infantry. It'll also automatically disarm Proxy C4 placed on empty vehicles. It uses a configurable Remote & Timed C4 limit on the amount of them allowed on empty vehicles to determine whether to disarm those kind of C4 placed on empty vehicles. It has identical configurable settings & code to prevent people stacking C4 on top of other C4 to circumvent this script.

These settings can be found in flaming_c4_prevention.ini which is required by this plugin (it'll probably misbehave severely if it can't find the settings). Take a look and configure this INI file to your liking before you add this plugin to your SSGM installation. This plugin was written by iRANian, you can PM me on www.RenegadeForums.com if you need help.

<http://www.mediafire.com/?tw6fn2ox7brkvkk>

Thanks to Scruffy, liquidv2 and Leprosy for helping me with testing

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [zeratul](#) on Wed, 15 Jun 2011 16:11:36 GMT

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is it affected if friendly infantry steps or vehicle drives on one if on the ground or on/in building?

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [iRANian](#) on Wed, 15 Jun 2011 16:16:11 GMT

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Nope. It decides whether a C4 needs disarming after the seconds set with the ActivationWaitTime variable in the INI expire after a C4 get created. Then it stops doing anything.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [zeratul](#) on Wed, 15 Jun 2011 16:27:25 GMT

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Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [reborn](#) on Thu, 16 Jun 2011 16:16:58 GMT

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It sounds very good. I am curious if you have anticipated structures that are actually classed as vehicles though, such as gun emplacements, Sam sites, guard towers and turrets.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [Gen_Blacky](#) on Thu, 16 Jun 2011 21:08:16 GMT
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Nice work Iran on all your plugins. I will test this out some time.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [iRANian](#) on Thu, 16 Jun 2011 22:11:44 GMT
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reborn wrote on Thu, 16 June 2011 09:16It sounds very good. I am curious if you have anticipated structures that are actually classed as vehicles though, such as gun emplacements, Sam sites, guard towers and turrets.

Seems to work like it should with minor base defences, it's probably because I check for "teamedness" and the amount of occupants.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [Generalcamo](#) on Wed, 29 Jun 2011 16:54:46 GMT
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could you set it so only on certain vehicles are certain C4s disarmed? A server might allow remote C4 on a ranger, but not proxy C4. And they also might allow all C4 on a med tank.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [iRANian](#) on Wed, 29 Jun 2011 17:11:36 GMT
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Yeah, it's easy to do that. Any reason you want it? I'm working on a variety of projects and don't feel like adding this atm, but if you have use for it I'll add it.

Subject: Re: [SSGM Plugin]Flaming C4 Prevention
Posted by [halo2pac](#) on Thu, 30 Jun 2011 19:27:58 GMT
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Good code but flaming rules. Its a genius and fun way to kill tanks. I'm proud to have been kicked many times for it.
