
Subject: Feedback needed for an extended c4 functionality plugin

Posted by [iRANian](#) on Fri, 17 Jun 2011 21:06:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm working on an SSGM plugin that adds the following features to C4:

1. Paging a player with info about the owner of a C4 when:
 - 1.1 The player pokes (i.e. presses 'E' close to the object and running CP2/scripts) the C4
 - 1.2 When a player shoots a friendly C4 with a Repair Gun
2. Disarming your own Proxy C4:
 - 2.1 By shooting them with a Repair Gun
 - 2.2 By pressing a special logical key (i.e. keys.cfg)
 - 2.3 By typing a special command in all or team chat
3. Getting info about the last Timed, Remote & Proxy C4 planted:
 - 3.1 By pressing a special logical key (i.e. keys.cfg)
 - 3.2 By typing a special command in all or team chat

Any suggestions for things to add? I also need suggestions for the name of the commands for 2.3 and 3.2, I probably will add it so there are multiple mine disarming commands e.g. "!disarmlast5" to disarm your last 5 mines.

Subject: Re: Feedback needed for an extended c4 functionality plugin

Posted by [sla.ro\(master\)](#) on Sat, 18 Jun 2011 08:47:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

add commands like !remine (disarm all your mines).

i'm thinking to add more features too to my lua ssgm, but i will try it under Lua , if not work, i will do it on C++

Subject: Re: Feedback needed for an extended c4 functionality plugin

Posted by [Spyder](#) on Sat, 18 Jun 2011 09:06:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I really don't see the point in making plugins like this as the game wasn't intended to be played this way.

Subject: Re: Feedback needed for an extended c4 functionality plugin

Posted by [iRANian](#) on Sat, 18 Jun 2011 10:18:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Then don't post and go play on your pure, non-SSGM ren servers.

Subject: Re: Feedback needed for an extended c4 functionality plugin

Posted by [iRANian](#) on Fri, 01 Jul 2011 11:01:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Haven't worked on this much, here's a small update:

<http://www.youtube.com/watch?v=QGuwYxbv3xo>

Both `Get_Team()` and `Get_Object_Type()` seem to act flaky when used inside a loop over all the objects in the world, don't know what that is about and I don't really feel like figuring it out right now.
