
Subject: [SSGM 4.0 Plugin] Reset Match
Posted by [iRANian](#) on Tue, 24 Jan 2012 01:51:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

This plugin will automatically reset the match after 120 second have expired and it will announce the time remaining until the automatic resetting. After every player has typed !ready it will reset the match, if it happens before the auto-reset. Players can't move until the match has reset. Once the match is reset every player and harvester will get killed, and every player's deaths/kills/score/credits will be reset (credits will be set to the server's starting credits). The map timer will also be reset to the time remaining on level load.

Contact me at renegadeforums.com under the nick "iRANian", you can also find me on the usual IRC networks under the nick "Iran".

File Attachments

1) [SSGM 4.0 Reset Match Plugin v2.zip](#), downloaded 174 times

Subject: Re: [SSGM 4.0 Plugin] Reset Match
Posted by [iRANian](#) on Sun, 01 Jul 2012 14:00:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Uploaded v2, this plugin now works with beta 5 and the IRC kill messages spam has been fixed.

Subject: Re: [SSGM 4.0 Plugin] Reset Match
Posted by [zunnie](#) on Sun, 01 Jul 2012 21:41:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work. However, i think it bugged when someone left the game, it didnt ready up the game for those who did do !ready

ie: player1 left the game without !ready
player2 and player3 do !ready
but the game does not start/reset :S

Subject: Re: [SSGM 4.0 Plugin] Reset Match
Posted by [iRANian](#) on Mon, 02 Jul 2012 09:55:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could you try to reproduce it?
