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Subject: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [zunnie](#) on Sat, 10 Mar 2012 03:18:02 GMT  
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Hi gamers

WEBSITE: <http://www.ultraaow.com>

DOWNLOAD: [http://www.ultraaow.com/downloads/Domination\\_Plugin\\_SSGM4.zip](http://www.ultraaow.com/downloads/Domination_Plugin_SSGM4.zip)

I've been working on a new plugin that will enable a Domination Mode on the map(s) you choose.

Domination is basically this:

You have a few (up to 8 ) Control Points on a map. When you repair one of these Control Points you will start getting 1 Capture Point per second. When the configurable capture points requirement to win has been met the team that collected most Capture Points will win.

When a Capture Point is captured a vehicle or two can spawn, configurable in the mapsection.

To lookup the status of the game score type: !score | !points | !status

You can load the plugin and then mix it with other type maps and modes so you can turn off Domination Mode on maps you dont want to use it on simply by setting the DOM\_CP1\_Create=0 under

the [mapname.mix\_DOM] section.

This allows mixing AOW, Coop, Sniping and Domination on different maps Smile

I also tried to keep it MOD independent so you can use it in Renegade, A Path Beyond and Tiberium Crystal War or any other Renegade based modification.

To use the plugin on other mods than Renegade you will have to edit the [Domination] section options and enter a custom Control Point preset, skintype, Sniper presets and sounds.

I've also coded in a simple Sniper Mode so you can have snipers only on domination mode enabled

maps. Snipers do have C4 though, needed to kill the Control Points.

To enable sniper only mode on a certain map you enter a 1 for the option DOM\_Snipers\_Only under

the [mapname.mix\_DOM] section. Also under this section you can set what Sniper characters to use,

you could also set it to PIC's and Raveshaws if you would like that.

There is an option called Start\_With\_Repair\_Guns under [Domination] which will grant all players a repairgun if they do not already have one when they spawn.

It also has options to disable base defenses, vehicle factories and harvesters if you do not want them ingame. The building destruction takes place 8 seconds into the game, exactly enough time for both Harvesters to be created in case you DO want them ingame.

You can also make the buildings indestructible by setting DOM\_Invincible\_Buildings=1 under the [mapname.mix\_DOM] section.

Since domination uses custom sounds for capturing and losing a control point, the game client (players) need to have the DominationSounds in their data folder. NOTE: These sounds are NOT required, if people don't have them its fine, they just won't be able to hear when a Control Point is captured or lost.

You can do two things:

1) TT 4.0 Downloader

Create a Package for download on your server using the TT built in recoursemanager.

This way clients that have Scripts 4.0 can download the DominationSounds.mix files when they connect to your server.

How to do this?:

Copy the file DominationSounds.mix to your server data folder.

Next open a Command Prompt window and changedirectory to where your server is installed.

Once there type this (change path to where the fds is located):

```
PackageEditor convert "C:\Westwood\RenegadeFDS\Server\data\DominationSounds.mix" 1.0  
CNC3
```

Press enter and the server will create a package for the file

Next we need to install the package by typing:

```
PackageEditor install "DominationSounds" [enter]
```

And press enter, the package will then be installed.

Now locate the tfts folder for your server and upload its contents to your website. Then set the repositoryUrl link in tt.cfg to your website tfts location. EXAMPLE below:

```
repositoryUrl = "http://www.ultraaow.com/renegade/tfts/";
```

Setting up tt.cfg and have clients auto-download the dominationsounds package when they join the server. You have to set up a gameDefinition for each map you host domination mode on.

Like:

--begin tt.cfg example--

gameDefinitions:

```
{  
  Field:  
  {  
    mapName = "C&C_Field";  
    packages = ["DominationSounds"];  
    serverPresetsFile = "objects.aow";  
  };  
  Hourglass:  
  {  
    mapName = "C&C_Hourglass";  
    packages = ["DominationSounds"];  
    serverPresetsFile = "objects.aow";  
  };  
  WallsFlying:  
  {  
    mapName = "C&C_Walls_Flying";  
    packages = ["DominationSounds"];
```

```
serverPresetsFile = "objects.aow";
};
};

rotation:
[
"Field",
"Hourglass",
"WallsFlying"
];

downloader:
{
repositoryUrl = "[url]http://www.ultraaow.com/renegade/ttfs/[url]";
};

--end tt.cfg example--
```

2) Distribute the DominationSounds.zip and have people install the wav files into their data folder before they join the server.

If you have problems or need help or have suggestions then please contact me in one of these ways:

www.multiplayerforums.com - forums  
zunnie@multiplayerforums.com - email  
irc.multiplayerforums.com #MPF - irc

Greetz zunnie

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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [zunnie](#) on Sat, 10 Mar 2012 13:45:24 GMT  
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I've put u a testserver if you want to check it out:

gamespy:  
ip = 188.138.84.233  
port = 8000

wol/xwis:

nickname = a0000000x  
title = www.UltraAOW.com 4.0 Domination

player slots: 52

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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [NACHO-ARG](#) on Sat, 10 Mar 2012 16:32:46 GMT  
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never liked otter gamemodes apart from c&c one but nice job though.

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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [zunnie](#) on Sat, 10 Mar 2012 16:33:40 GMT  
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You can combine this with AOW  
YOu can have base destruction enabled and all that and in addition to that have capture points

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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [iRANian](#) on Tue, 20 Mar 2012 22:12:26 GMT  
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I was interested in setting the team score so I attempted to track down the cTeam::Set\_Score() function in the Windows FDS with success.

I'm not sure about the side-effects my function has but if you want you can try using the following Set\_Team\_Score() function to set the team score for a team:

```
RENEGADE_FUNCTION
char *Find_Team(int team)
AT2(0x0041DA10,0x0041DA10);

void Set_Team_Score(int team, float score)
{
    char* cTeam = Find_Team(team);
    _asm
    {
        mov ecx, cTeam
        push score
        mov ebx, 0x41C900
        call ebx
    }
}
```

You'll have to call the function for both teams whenever a player joins, it doesn't set the proper score with this method until the score changes after the guy joins for some reason. You need to add the following in a player join hook:

```
void Toys::OnPlayerJoin(int PlayerID,const char *PlayerName)
{
    Set_Team_Score(1, Get_Team_Score(1));
    Set_Team_Score(0, Get_Team_Score(0));
}
```

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Subject: Re: [SSGM4 PLUGIN] Domination Release 1.0  
Posted by [iRANian](#) on Tue, 20 Mar 2012 22:33:07 GMT  
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Just for completeness here's also setting the team kills and deaths:

```
void Set_Team_Kills(int team, int kills)
{
    char* cTeam = Find_Team(team);
    _asm
    {
        mov ecx, cTeam
        push kills
        mov ebx, 0x41C8B4
        call ebx
    }
}
```

```
void Set_Team_Deaths(int team, int Deaths)
{
    char* cTeam = Find_Team(team);
    _asm
    {
        mov ecx, cTeam
        push Deaths
        mov ebx, 0x41C8D6
        call ebx
    }
}
```

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