
Subject: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [zunnie](#) on Fri, 26 Oct 2012 01:22:57 GMT

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Download: <http://www.multiplayerforums.com/index.php?/files/file/101-exit-vehicle-points-timer/>

You also hate it when players exit their vehicle just before you kill them and not get the pointsreward?

This will fix that

You can set a time for the last team that exited the vehicle in the config, during that time you will still get points for killing the vehicle even if there is nobody inside it.

The actual team of the vehicle remains neutral so you can still kill the vehicle (without getting points) if you want to get rid of it.

Add a section in ssgm.ini called:

```
[VehicleLastTeam]
```

```
Last_Team_Timer=5
```

Where Last_Team_Timer is how many seconds the vehicle should give points to the shooter when exited.

Greetz zunnie

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [iRANian](#) on Fri, 26 Oct 2012 06:53:32 GMT

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4.0 already contains a feature like this.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [zunnie](#) on Fri, 26 Oct 2012 07:40:34 GMT

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Really? Where is it lol?

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [iRANian](#) on Fri, 26 Oct 2012 08:53:25 GMT

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In tt.ini:

;How long a vehicle will stay teamed after abandoned
ScriptsLastTeamTime=5

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer
Posted by [iRANian](#) on Fri, 26 Oct 2012 09:06:56 GMT
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It also gives points/credits if the vehicle is still teamed and a player damages it.

But it's closed source and yours isn't so if people need to tie features to this functionality (say include it in a veteran system) they know how to implement it now.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer
Posted by [ehhh](#) on Fri, 26 Oct 2012 09:46:29 GMT
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someone made it a while ago for cw.cc as well

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer
Posted by [EvilWhiteDragon](#) on Fri, 26 Oct 2012 10:11:56 GMT
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ehhh wrote on Fri, 26 October 2012 11:46 someone made it a while ago for cw.cc as well
Guessing that Seye did that, and if he did, that's also the version that got into TT.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer
Posted by [ExEric3](#) on Fri, 26 Oct 2012 10:20:30 GMT
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iRANian wrote on Fri, 26 October 2012 10:53 In tt.ini:

;How long a vehicle will stay teamed after abandoned
ScriptsLastTeamTime=5

Its somewhere documented?

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [iRANian](#) on Fri, 26 Oct 2012 10:48:12 GMT

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Don't think so.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [EvilWhiteDragon](#) on Fri, 26 Oct 2012 12:41:11 GMT

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I'm fairly certain it was published in a changelog somewhere. But people rarely read those...

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [iRANian](#) on Fri, 26 Oct 2012 13:09:07 GMT

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No, it wasn't, you can extract the APB tt.ini file and it shows the options with comments.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [zunnie](#) on Fri, 26 Oct 2012 14:31:11 GMT

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iRANian wrote on Fri, 26 October 2012 05:06It also gives points/credits if the vehicle is still teamed and a player damages it.[/img]

Oh yeah, now i remember this, that "feature" kinda sucked, it gives you negative total points if you attack a friendly vehicle i think.

This plugin does not do that.

Subject: Re: [SSGM 4.0 Plugin] Exit Vehicle Points Timer

Posted by [iRANian](#) on Fri, 26 Oct 2012 17:44:13 GMT

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Yeah, I think it does.
