
Subject: [SSGM 4.0 Plugin] ClanwarOrFunwar
Posted by [iRANian](#) on Thu, 01 Aug 2013 18:21:51 GMT

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With this plugin enabled a match won't start unless all players have typed in "!funwar" or "!clanwar". If all players typed in "!funwar" the server will print a message that the game type is funwar. If all players type in "!clanwar" it will print a message that the game type is clanwar. The match will start when either message is printed. Otherwise the match won't start.

If a team has less than one player the match won't start even after all players typed in either those commands.

This is a modified version of the ResetMatch plugin (AKA !ready command) I released a while ago.

To install place 'ClanwarOrFunwar.dll' inside your root FDS folder and add an entry for it under [Plugins] in SSGM.ini.

You can contact me on www.renegadeforums.com under the nick 'iRANian'.

File Attachments

1) [ClanwarOrFunwar SSGM 4.0 plugin.zip](#), downloaded 130 times

Subject: Re: [SSGM 4.0 Plugin] ClanwarOrFunwar
Posted by [iRANian](#) on Thu, 01 Aug 2013 19:10:50 GMT

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New version here, the previous one looped a message constantly until the game was started. This one only shows the message three times after map load.

File Attachments

1) [ClanwarOrFunwar SSGM 4.0 plugin 2.0.zip](#), downloaded 106 times
