Subject: [REQUEST] !giveup command
Posted by Hypnos on Tue, 06 Aug 2013 00:08:15 GMT
View Forum Message <> Reply to Message

A few years back Spoony requested that a script along this idea:

Spoony wrote on Sat, 09 May 2009 13:20the idea for this basically came from a discussion about marathon games and the question of whether games should ever be !gameovered in marathon servers.

i basically suggested a compromise between the two viewpoints, where instead of allowing the entire server to vote to !gameover, let one team vote to !surrender - therefore if majority of a team thinks the game is a lost cause, they can simply officially admit defeat.

ideally the server owner could choose the threshold (e.g. more than 50% voting yes, more than 75%, etc) - if the vote passes maybe all their buildings die?

this would also have use in clan games - usually a buffer map is played which needs skipping, so someone generally needs mod rights - this would make that quicker and easier.

anyone reckon they could knock that up?

reborn wrote on Sat, 09 May 2009 16:59This was requested by Spoony for marathon and clan war servers where skipping the map is needed. Much more info explained in the readme.

Quote:
This is a plug-in designed to work with SSGM2.02 for cnc_renegade.
It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

This is a first release version and might have some bugs in it, please report these bugs and I will attempt to fix them.

This plug-in is designed so that a team can voluntarily give-up the map. A player initiates the surrender by typing "!Giveup".
Then teammates can either vote on this by typing !surrender yes or !surrender no. You can configure how long the vote lasts for in the surrender.ini file, and
also by how many votes it has to win by before the team surrenders.

!Giveup, !GIVEUP and !giveup are all valid commands to initiate the surrender vote. As are !Surrender, !SURRENDER and !surrender when voting.
These chat hooks where used because other systems and regulators use !vote.

There is some infomation in the surrender.ini file that will help you understand the configuration.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.
If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code.

Don't be selfish, release the source code.
I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.
I really mean it, this thing took me quite a while to write, and if you're reading this, then I did it for you. So if you modify the source code
or add your own code, then release it.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

[Plugins]
01=surrender

You'll also need to add surrender.ini supplied to your SERVERs directory. This is where you can configure all the settings for the veteran system.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that
most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server
back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

Download

reborn wrote on Fri, 02 October 2009 13:39Spoony requested a small update, version 1.1 is on here:
http://spencerelliott.co.uk/downloads.html

Adds a couple more configurable options for server owners, like percentage needed to win instead of a static value, and also introduces a new rule, which is percentage of players that must participate in the vote for it to be considered...

However, this was made pre-4.0 and I don't believe it has been recreated since, is it possible for anyone to do so because it will still benefit the Clanwar league today, maybe other servers too.

Subject: Re: [REQUEST] !giveup command
Posted by EvilWhiteDragon on Tue, 06 Aug 2013 17:21:29 GMT
View Forum Message <> Reply to Message

Is a simple gameover poll not the same as this? I mean, it doesn't exactly let a team surrender, but the result is the same, no?

Subject: Re: [REQUEST] !giveup command
Posted by Hypnos on Tue, 06 Aug 2013 17:22:43 GMT
View Forum Message <> Reply to Message

I guess. Would still be helpful for me nevertheless.

Subject: Re: [REQUEST] !giveup command
Posted by EvilWhiteDragon on Tue, 06 Aug 2013 20:25:28 GMT
View Forum Message <> Reply to Message

Nonetheless, I'd say this would be more for a brenbot plugin or something rather than a FDS plugin.

Subject: Re: [REQUEST] !giveup command
Posted by Xpert on Thu, 08 Aug 2013 19:27:19 GMT
View Forum Message <> Reply to Message

If it's just for clanwars/funwars, then just use the !poll gameover system.

Subject: Re: [REQUEST] !giveup command
Posted by Stallion on Sun, 06 Apr 2014 15:17:00 GMT
View Forum Message <> Reply to Message

Does anyone have the source code to this lying around?

   I would love to modify this and use it on my server (I'd share my fixes and updates such as making sure the surrendered team loses the match)

Subject: Re: [REQUEST] !giveup command
Posted by Ethenal on Sun, 06 Apr 2014 21:02:05 GMT
View Forum Message <> Reply to Message

Judging by the topic it was never made, unless you want the old SSGM version... In which case you'll have to port it to 4.0, if you can find the source.