
Subject: [REQUEST] Team remix on/off plugin
Posted by [Hypnos](#) on Thu, 08 Aug 2013 17:58:46 GMT

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Would it be possible to create a plugin that upon a command such as !remix on and !remix off could modify the svr_config to enable/disable team remix? It would certainly help for community war games where communities want to have an internal community war and don't want to have to assign team captains, and it will also help the lobby war community as well.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [EvilWhiteDragon](#) on Thu, 08 Aug 2013 19:07:58 GMT

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Why not just change the settings and restart? Generally you want different settings for a war anyways...

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [Hypnos](#) on Thu, 08 Aug 2013 19:46:41 GMT

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EvilWhiteDragon wrote on Thu, 08 August 2013 20:07Why not just change the settings and restart? Generally you want different settings for a war anyways...

That's not always possible when there is nobody online to change the server settings, thus it would be easier if a script like this was created.

The main purpose of this is to jump between lobby wars and clanwars easily, even if a server restart is required it would be much more useful if it was an automated process without requiring someone to manually do it.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [EvilWhiteDragon](#) on Thu, 08 Aug 2013 19:52:15 GMT

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I guess you could hack such thing in place with PHP exec, a webserver, and a tool like BIAPPMGR for autorestarting the server.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [Lazy5686](#) on Thu, 08 Aug 2013 21:19:43 GMT

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Or have a simple mIRC script to run a batch file to kill the process, open and modify the file and

then restart the server.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [iRANian](#) on Thu, 08 Aug 2013 21:37:41 GMT
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Do you also want to set the remix team setting the FDS is using when a player executes one of those commands? I mean, if you type a command in it will immediately apply the setting on the server and save it to the config. Or do you just want to save the setting to the config and have the running FDS use the old setting?

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [Hypnos](#) on Thu, 08 Aug 2013 22:13:24 GMT
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Update the FDS as well I think.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [Jerad2142](#) on Tue, 20 Aug 2013 06:02:31 GMT
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Just flip RemixTeams in svrcfg_cnc.ini, the settings change will load on map win.

All you'd have to do is make a simple 5 line chunk of code to load and write the file back out with that one flag flipped.

Subject: Re: [REQUEST] Team remix on/off plugin
Posted by [iRANian](#) on Tue, 20 Aug 2013 07:58:33 GMT
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Or you can just call `cGameDataCnc::Save_To_Server_Config(void)`
