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Subject: Re: 2 SSGM Plugins released  
Posted by [Hex](#) on Sat, 25 Aug 2007 22:31:38 GMT  
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Quote:SSGM Base defences 1.3

Defence options - this comes in 2 parts.

Enable extra defences.

This gives you the option to have extra defences on any map (Gun emplacements (AI controlled), Nod turrets and GDI towers). You can use a chance system of them being enabled using ChanceDefences=xx (%) or have them permanently turned on/off using EnableExtraDefences=0/1 and ChanceDefences=xx (%)

New locations for defences can be added by simply standing in the place you would like them and using savecords turret/tower/nodemp/gdiemp (console command)

Enable defence rebuild

If you have extra defences enabled or just want to be able to rebuild the default defences on a map you can use EnableDefenceRebuy=0/1. Rebuild costs can be set as shown below (cost of rebuilding doubles when the teams powerplant is dead)

Defence rebuild costs:

You can set the cost of rebuilding the defences in the ini (all costs double when the teams powerplant is dead)

TurretRebuildCost=1400

TowerRebuildCost=2000

EmpRebuildCost=600

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#### File Attachments

1) [SSGM\\_Defences.rar](#), downloaded 244 times

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