Subject: SSGM Plug-in Console Commands
Posted by reborn on Sat, 05 Sep 2009 18:12:34 GMT
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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 probably has some bugs in it, with feedback I will fix bugs found.

This plugin has been very largely based on the old Black-cell release.
Just going to show how ahead of there time they was, and still today there code is relevant and can be recycled...

The following is a list of currently supported commands, and how to use them:

To use the following commands you have to create a file called "ConsoleCommand.txt" with one of the below commands in it, then drop it into the servers directory.
An example is in the download, and there is a movie in the gallery section of www.spencerelliott.co.uk showing you manually how to do it.
However, this is better left for regulators to take advantage of.

command getplayerobjectid playerID// Put the player ID number at the end, and a file called outputdump.txt will be updated, it will contain the players name, followed by there playerID, then there objectID
command attachscript ObjectID scriptname parameters //
Commands->Attach_Script(Commands->Find_Object(ID),Text[3].c_str(),Text[4].c_str());
command kill number // consider number like this: Commands->Find_Object(number); Where number is the objectID
command setcredits ObjectID amount // Fairly self explanitory
command givecredits ObjectID amount // Fairly self explanitory
command givepoints ObjectID amount // Fairly self explanitory
command destroy number // consider number like this: Commands->Find_Object(number); Where number is the objectID
command forceoccupantexit ObjectID Seatnumber
command forceoccupantsexit number // Where number is the objectID number (obviously needs to be a vehicle)
command setpos ObjectID Xnumber Ynumber Znumber
command createobj ObjectID presetname amount//First ObjectID is the object that defines where you want it spawned, presetname is the name of the preset you want to spawn, and amount is how many of these you want to spawn.
command teamchange ObjectID newteamnumber
command sethealth ObjectID healthnumber
command setarmor ObjectID healthnumber
command distrans objectID // disables the transitions of the vehicle, ObjectID clearly needs to be

a vehicle

command entrans objectID // enables the transitions of the vehicle, ObjectID clearly needs to be a vehicle

command setanim ObjectID animationname // doesn't loop anim

command setanim2 ObjectID animationname // loops anim

command movepos objectID Xnumber Ynumber Znumber

command attach ObjectID bonename modelname

command givepowerup ObjectID powerupname

command givepowerup2 playername powerupname

command sendmessage ObjectID message //Not a pm, youre sendning a custom... //Commands->Send_Custom_Event(0,Commands->Find_Object(ID),Message,0,0);

command setshield ObjectID shieldtypename //blamo etc etc

command cinematic ObjectID cinematicname // ObjectID is what you want the cinematic attached to.

command cinematic2 Xnumber Ynumber Znumber cinematicname //Creates an invis object at that location and attaches cinematic to it.

command freezeplayer ObjectID // player has no control

command unfreezeplayer ObjectID // Player is given control

command setmodel ObjectID modelname

command resetpoints ObjectID // sets a players points to zero

command resetcredits ObjectID

command disablephysics ObjectID //disable collisions

command enablephysics ObjectID // enable collisions

command makespy ObjectID // sets the object to be invisible to base defenses // Commands->Set_Is_Visible(Commands->Find_Object(ID),false);

command dropweapons ObjectID // clears a players weapons

command giveteampoints ObjectID pointsnumber // gives the player some points, but also gives all team mates the same amount of points too

command changecharacter ObjectID characterpreset

command teamnumber damageamount warheadname ObjectID // ObjectID is the gameobject of the damager

command repairbuildings teamnumber repairamount

command setmaxhealth ObjectID maxhealthnumber

command setmaxarmor ObjectID maxarmornumber

command setmaxhealthpercent ObjectID percentamount // sets the health of the object based on it's maxhealth

command setmaxarmorpercent ObjectID percentamount // sets the health of the object based on it's maxarmor

command grantrefill ObjectID

command grantpowerup powname

command flymode ObjectID // toggles fly mode for the player

command enablestealth ObjectID booleanflag // Commands->Enable_Stealth(Commands->Find_Object(ID),boolflag); //booleanflag should either be true or false. true for enabling stealth.

command damageobjectshalf // damages all buildings by 250.0f

command teleport ObjectID ObjectID //first ObjectID is the player to teleport, second ObjectID is the player to teleport too

command pt PlayerID //displayes the PT for the players team. Takes a player ID only, not an

ObjectID

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
and 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=ConsoleCommands

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.

I was going to make the first release allot slicker. With an asynchronous system that didn't rely on disk based files. Plus even more commands. However, I decided to release it like this to see if it is actually used or not or anyone feels it's worth pursuing. If anyone actually likes it or uses it I'll probably spend some time down the road making it better. But for now, this is how it is...

Can be found on my site here:

http://spencerelliott.co.uk/downloads.html