Subject: [SSGM Plugin] C4 Limit Separator
Posted by iRANian on Mon, 05 Sep 2011 18:18:02 GMT

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This plugin does the same thing as the Dead Mines plugin, it separates the C4/mine limit so a team can have both X Remote C4 AND Proximity C4, where 'X' is the mine limit. This is a direct port from the code included with OnOes, written by Hex, pvstchlag and jnz so all credits go to them for writing and releasing the code to do this. I ported this because of some issues that the Dead Mines plugin might have with using the BHS mine limit (which it readme mentions). This release comes with source, unlikely the Dead Mines one.

To install, place 'c4_limit_separator.dll' inside your main FDS folder and add an entry for 'c4_limit_separator' in the [Plugins] section of ssgm.ini.

File Attachments
1) C4 Limit Separator SSGM Plugin v1.zip, downloaded 268 times