
Subject: [SSGM 4.0 Plugin] ClanwarOrFunwar
Posted by [iRANian](#) on Thu, 01 Aug 2013 18:21:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

With this plugin enabled a match won't start unless all players have typed in "!funwar" or "!clanwar". If all players typed in "!funwar" the server will print a message that the game type is funwar. If all players type in "!clanwar" it will print a message that the game type is clanwar. The match will start when either message is printed. Otherwise the match won't start.

If a team has less than one player the match won't start even after all players typed in either those commands.

This is a modified version of the ResetMatch plugin (AKA !ready command) I released a while ago.

To install place 'ClanwarOrFunwar.dll' inside your root FDS folder and add an entry for it under [Plugins] in SSGM.ini.

You can contact me on www.renegadeforums.com under the nick 'iRANian'.

File Attachments

1) [ClanwarOrFunwar SSGM 4.0 plugin.zip](#), downloaded 272 times
