
Subject: Link for Server Side Game Manager

Posted by [ExEric3](#) on Thu, 12 Apr 2007 20:32:50 GMT

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I read somewhere this:

SSGM - Version 2.0 Beta 1:

- New: Renamed to SSGM(Server Side Game Manager).
- New: Ported to scripts 3.0.
- New: Major code overhaul, reorganization, and optimization.
- New: Added support for modifications, both standalone and PKG. Some features, such as crates and drop weapons, will automatically be disabled when the server is running a mod.
- New: Added new setting "EnableInfiniteAmmo" which gives all infantry weapons, except C4 and beacons, infinite ammo.
- New: Extra information has been added to vehicle kill messages, including the driver/owner of the vehicle and the last amount of damage done to the vehicle before it was killed.
- New: Vehicle and beacon purchases will now be logged. See the "LogVehiclePurchases" and "LogPowerupPurchases" settings.
- New: Extra ingame kill messages have been added for when a player kills theirself or is killed by a base defense, harvester, or tiberium. See the "EnableExtraKillMessages" setting.
- New: Added logging for C4 detonations and disarms under the "_C4" log header. Controlled by the "LogC4" setting.
- New: Added setting "LogBeacons" to control beacon logging. Previously it was always enabled.
- New: Vehicle auto-binding has been added. When a player buys a vehicle and is the first person to enter it, it will be automatically bound to them.
- New: A new plugin system has been added which lets users load a list of .dll/.so files into the FDS. See the "Plugin" section of ssgm.ini for more information.
- New: Capture The Flag mode has been added. See the "GameMode" setting.
- New: The version of SSGM and scripts.dll will now be outputted to the ssgm_version.ini file on startup.
- New: A section has been added to ssgm.ini to list the acceptable sniping characters for the sniping modes.
- BugFix: AI bots will no longer crash the server.
- Change: Many settings have been renamed, removed, or merged with other settings: All settings dealing with logging are now properly prefixed with "Log". "LogVehicleCreate" has been superseded by "LogVehiclePurchases" and was removed. Thus the "_VEHICLE" log header is no longer used. "LogHarvesterDeath" has been merged with "LogVehicleKills".

And then I asked for link but link doesnt work:

<http://black-cell.net/SSGM2.0Beta1WFDS.zip>

Have someone this or any link? Thanks.

Subject: Re: Link for Server Side Game Manager

Posted by [jnz](#) on Thu, 12 Apr 2007 20:34:43 GMT

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It was taken down because it was leaked.

Subject: Re: Link for Server Side Game Manager

Posted by [SeargentSarg](#) on Fri, 13 Apr 2007 15:57:20 GMT

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Eric3, your an idiot.

You wanted the link for it through CloudyOneStudios's forums. I reported it for being leaked, cause you don't have access to it, and neither does CloudyOne (afaik)

So fuck off you leaker!

Subject: Re: Link for Server Side Game Manager

Posted by [Whitedragon](#) on Sat, 14 Apr 2007 06:17:41 GMT

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You will need to get access to the server owner's forum to participate in the betas.

Subject: Re: Link for Server Side Game Manager

Posted by [ExEric3](#) on Sat, 14 Apr 2007 10:49:53 GMT

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Whitedragon wrote on Sat, 14 April 2007 08:17 You will need to get access to the server owner's forum to participate in the betas.

Ok thank you.

I already did it.

And SeargentSarg you behaviour is very bad. You know only only words fuck off and idiot? When I want something then I asked everywhere mainly when someone talk about it. I dont know if is something private or no. Then why they write about it on public forum? And Cloudy's forum is accessed only for registered people.

Subject: Re: Link for Server Side Game Manager

Posted by [Hex](#) on Sat, 14 Apr 2007 21:48:04 GMT

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Ignore SeargentSarg, renforums has its share of retards.

Subject: Re: Link for Server Side Game Manager
Posted by [AmunRa](#) on Sun, 15 Apr 2007 00:24:12 GMT
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Hex wrote on Sat, 14 April 2007 17:48: Ignore SeargentSarg, renforums has its share of retards.
agreed.
