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Subject: [Plug-in] SSGM2.02 PointsDistributionSystem BETA

Posted by [reborn](#) on Thu, 12 Mar 2009 22:29:36 GMT

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Readme:

Quote:

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).

The idea and concept of this plug-in was founded on the official APB server hosted by MP-Gaming. Most of the code in this plug-in was written by Roshambo, I merely edited some parts here and there to make it a plug-in.

It is the first release version and probably has some bugs in it, the purpose of the release is to gain feedback.

Source code has been included in this release. However, I have included it for two reasons:

- 1) To stay legal and compliant with the License set forth by Jonathan Wilson
- 2) To get feedback and help from other coders.

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 who would like a veteran system.

Please bare this in mind 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.

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=pointsystem
```

This plug-in means that points are only rewarded when a player/vehicle/beacon/c4 has been disarmed/killed (buildings stay the same).

The points are distributed proportionately between the players that damaged the object, according to how much damage they dealt to it.

This means someone who killed the player with a pistol right at the end, but only contributed 2hp of damage, only gets a small amount of the points value.

An interesting system...

Download

Short Movie Demonstration

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA  
Posted by [mr£\\$Ä-z](#) on Thu, 12 Mar 2009 22:49:47 GMT  
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Very nice, i see you got bored the last time?

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA  
Posted by [jnz](#) on Thu, 12 Mar 2009 22:50:05 GMT  
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```
void Plugin_Unload() {  
    delete ObjectHookStruct;  
    printf("Un-loaded reborn's point distribution system plugin\n");  
}
```

```
delete ObjectHookStruct;
```

Never do this.

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA  
Posted by [mr£\\$Ä-z](#) on Thu, 12 Mar 2009 22:55:26 GMT  
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oww oww Evil RoShAmBo found again something to pwn us im sure this will never end thats scary

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA  
Posted by [a000clown](#) on Fri, 13 Mar 2009 04:22:49 GMT  
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I like this idea.

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA  
Posted by [Brandon](#) on Fri, 13 Mar 2009 04:45:46 GMT  
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Really nice, this would be something I'd use.

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA

Posted by [wittebolx](#) on Wed, 18 Mar 2009 17:23:10 GMT

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something a player posted on our forum while playing at the server with this plugin:

"Refai" Since yesterday this started. As you go on playing, scores of players 1 by 1 becomes 0 (zero).

Yesterday I complained to Comerjudd. He restarted the server, than it was solved.

In screen shots you can see kills and scores. In screen shots you can see that players havind good score have now come to 0.

Screen shots were taken today on 18th March-2009.

1st screenshot was taken at 15:55:45:28 GMT.

2nd screenshot was taken at 15:55:57:84 GMT

3rd screenshot was taken at 16:03:21:54 GMT

4th screenshot was taken at 16:04:07:57 GMT

5th screenshot was taken at 16:05:29:48 GMT

6th screenshot was taken at 16:15:50:76 GMT

7th screenshot was taken at 16:18:27:29 GMT

I didnot take the video bcoz i dunno how much game will continue at that point of time.

Toggle Spoiler

This starts after few minutes of play.

Please solve this as soon as possible.

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA

Posted by [reborn](#) on Sat, 21 Mar 2009 01:31:53 GMT

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I am on vacation at the moment and un-able to verify this, I cannot just assume that it isn't the Plug-in causing this problem, because if nothing else changed but the plug-in on that server then it seems logical that it is in-deed the plug-in. However, this code has been running on the official APB server for over a year without experiencing that bug.

Nowhere in the code does it set the players points, it just grants points... Unless there is a bug in that command, or I have over-looked something then I am reluctant to believe it's the plug-in causing the issue. Unless it is conflicting with something else the server may use. I would love more details about the server, anything you can tell me, if it's using RR etc etc I'll look at it when I get back in three weeks or so. A contact detail for the guy running that server would be nice.

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Subject: Re: [Plug-in] SSGM2.02 PointsDistributionSystem BETA

Posted by [wittebolx](#) on Thu, 26 Mar 2009 15:17:10 GMT

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reborn wrote on Sat, 21 March 2009 02:31 I am on vacation at the moment and un-able to verify this, I cannot just assume that it isn't the Plug-in causing this problem, because if nothing else changed but the plug-in on that server then it seems logical that it is in-deed the plug-in. However, this code has been running on the official APB server for over a year without experiencing that bug.

Nowhere in the code does it set the players points, it just grants points... Unless there is a bug in that command, or I have over-looked something then I am reluctant to believe it's the plug-in causing the issue. Unless it is conflicting with something else the server may use.

I would love more details about the server, anything you can tell me, if it's using RR etc etc

I'll look at it when I get back in three weeks or so. A contact detail for the guy running that server would be nice.

We had it running on our C&C server.

So the contact is me

And no we dont use RR, its basicly a modified version of SSGM/Scripts with Brenbot and thats about it.

We added this plugin to see the effects but the pictures are self explainable.

I'll talk to you when you get back from your most needed vacation. Have fun!

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