Subject: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Mon, 27 Apr 2009 22:38:46 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).

This is a first release version and probably has some bugs in it, with feedback I will fix bugs found.

This plug-in is based on the system first created by black-cell. However, it has been developed to be configurable for server owners so that they might
set it up in a unique way for there own server. The plug-in allows the following to happen:
There is allot of infomation following, but you should also check out the commander.ini for details on each setting.

.....
;;;

will page temm with instructions on how to start a vote.

.....
;;;

The team commander can order a supply drop, a chin00k drops off a box at there position. At default it costs 500 credits, but this is controlled in commander.ini for server owners to change.
The supply box will grant a refill to whatever player picks it up, and will refill the health and armor of any tank that picks it up.
The supply can be called in an infinite amount of times, but the server owner controlls how often you're allowed to call in it in the commander.ini file. Once every x seconds...

.....
;;;

ONLY FOR COMMANDER
!order;!Order;!ORDER
Then your message... For example
!order Defend the hand of Nod guys
This would then page every player on your team "The team Commander orders you to: Defend the hand of Nod guys".
This is an important command for motivating your team...
You could for example do !order Buy flamers for flame rush, is excallent for setting up plans and controlling the team for better team work.

.....
;;;

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=commander
You'll also need to add commander.ini supplied to your SERVERs directory. This is where you can configure all the settings for the commander system.
You'll also need to place NOD_Supply.txt and GDI_Supply.txt in your servers DATA folder too.
Please note the emphasis of where
to place the .dll and .ini file, that actual server directory, as where the two text files for the cinematics have to go in the DATA folder.

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.

Download

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by YazooGang on Mon, 27 Apr 2009 22:39:10 GMT
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Very nice man.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Zeiss on Tue, 28 Apr 2009 06:40:17 GMT
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SUPER !

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by ExEric3 on Tue, 28 Apr 2009 16:01:51 GMT
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It's incompatible with Resurrection.

But nice work dude.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Zeiss on Tue, 28 Apr 2009 16:27:24 GMT
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Hey my server restart with every command. i dont know what to do

!ps Zeiss
Test it Server: DT Clan AoW

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 28 Apr 2009 16:31:52 GMT
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The plug-in was tested one three servers, one of them went live with over 30 players and they never had this problem.
There sole purpose was to test it for bugs and deliberately try to break it. It's very strange that you're experiancing this.

Can you provide concise detailed info in this please?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Zeiss on Tue, 28 Apr 2009 16:43:45 GMT
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hi,
I attached crashdump and other infos
it would be nice if you look after that

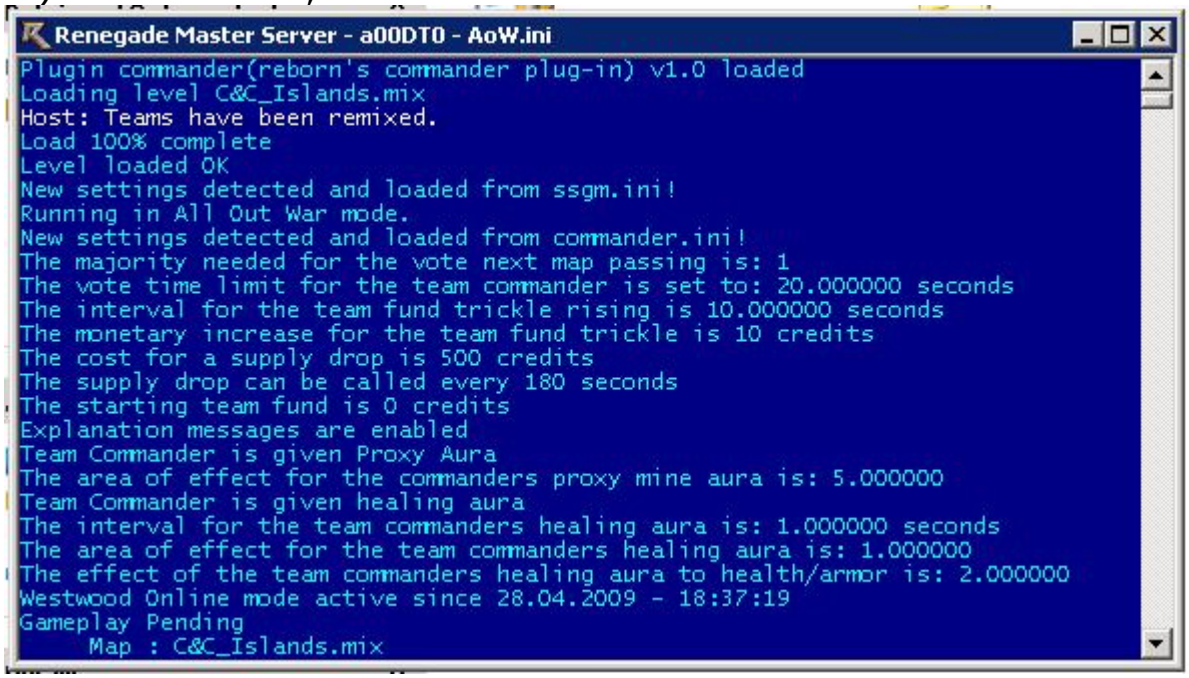
ICR Log

<DT_Bot>BRenBot 1.52 reporting for duty! Type !help for a list of commands.

<DT_Bot>Host: BRenBot 1.52 starting up. Type !help for a list of commands
<DT_Bot>Host: [BR] Settings for C&C_Islands.mix: Time Limit: 30, Mine Limit: 30, Vehicle Limit: 8. Donations are allowed after 5 minutes.
<DT_Bot>Host: This server is running a team commander plug-in, you can start a vote for a team mate to be your commander by typing "!pollcommander <name>".
<DT_Bot>Player DTZeiss joined the game
<DT_Bot>Host: [BR] [DTZeiss] Zeiss ist da....
<DT_Bot>Host: [BR] DTZeiss weiss= Das beste Spiel der Welt ist Command&Conquer Renegade. (834 HyperPunkte)
<DT_Bot>Host: There is team fund available to your team, type "!teamfund" to see how much, the team commander controls this fund. You can donate to the fund with "!tfdonate <amount>".
<DT_Bot>Host: DTZeiss has a total score of 579873 and is ranked at position 3 out of 587 players.
<DT_Bot>*DTZeiss: !pc zeiss
<DT_Bot>Initializing Westwood Online Mode
<DT_Bot>Logging onto European Server
<DT_Bot>Creating game channel...
<DT_Bot>Channel created OK
<DT_Bot>Loading level C&C_Islands.mix
<DT_Bot>Host: Teams have been remixed.
<DT_Bot>Level loaded OK

File Attachments

1) crashdump4.txt, downloaded 402 times
2) crashdump7.txt, downloaded 403 times
3) server.JPG, downloaded 903 times



Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 28 Apr 2009 16:52:49 GMT
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I cannot read crash dumps. I am un-able to. However, give me your msn and I will try and debug the problem with you tonight. This will require effort on your part aswell as mine.
Also, what other software is your server running? Any other plug-ins, perhaps renegade resurrection?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Zeiss on Tue, 28 Apr 2009 17:05:05 GMT
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Hi,

My Server runs:
BRenBot 1.52 (build 1)
custom_commands
autowarn_words
Bans_Database
custom_commands
funsounds
rank
warnings

Server Side Game Manager v2.0.2
[Plugins]
01=commander

---

http://217.6.210.60/crashdump4.txt
http://217.6.210.60/crashdump6.txt
http://217.6.210.60/crashdump7.txt
http://217.6.210.60/crashdump8.txt
http://217.6.210.60/crashdump9.txt
http://217.6.210.60/crashdump10.txt

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 28 Apr 2009 17:37:16 GMT
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First, try running the server with nothing but the plug-in. If it still crashes then there is something

wrong and the people testing it need to run away and hide before I kill them.
However, if it doesn't crash, add the other stuff back one by one, then you have found the problem.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Genesis2001 on Tue, 28 Apr 2009 18:07:17 GMT
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reborn wrote on Tue, 28 April 2009 10:37First, try running the server with nothing but the plug-in. If it still crashes then there is something wrong and the people testing it need to run away and hide before I kill them.
However, if it doesn't crash, add the other stuff back one by one, then you have found the problem.

The stuff he listed is all plugins for BRenBot and thus *shouldn't* affect the server... :/

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 28 Apr 2009 18:23:06 GMT
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Ah right, thanks.
That's pretty weird then, everyone else had no problems at all with it :-/
Zeiss, if you're around still in 4-5 hours from now catch me on msn fm_reborn@hotmail.com, I will try to resolve the problem.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Xpert on Tue, 28 Apr 2009 23:52:20 GMT
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reborn wrote on Tue, 28 April 2009 13:37First, try and the people testing it need to run away and hide before I kill them.

LMFAO o.O

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by ExEric3 on Wed, 29 Apr 2009 05:15:20 GMT
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reborn wrote on Tue, 28 April 2009 19:37First, try running the server with nothing but the plug-in. If it still crashes then there is something wrong and the people testing it need to run away and

hide before I kill them.
However, if it doesn't crash, add the other stuff back one by one, then you have found the problem.

For me it worked without crashes.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 29 Apr 2009 09:15:02 GMT
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Well, the dude hasn't got back to me at all, I tried recreating the bug on my own, but for the life of me I cannot get it to happen. I direct connected using his name. I wasn't sure if he was using "*DTzeiss" or "DTzeiss" from the message he posted, so I used both thinking possibly (although really really unlikely) it could be the "*" part of the name that was causing it.
Whatever I tried, I couldn't get it to crash.
Here's a movie showing it, although the movie only lasts a very short time, I tried for ages with various other methods to get it to break.
http://game-maps.net/staff/reborn/noproblem.wmv

Unless the dude gets back to me, I can only assume he was running some other software besides that of which he mentioned that caused it to crash. Everyone else using does not have this problem. Weird.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Wed, 29 Apr 2009 14:50:45 GMT
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Hey reborn, looking good, few things though:

- Could you please stop the advertising when there are no players in the server?
- !hstatus didn't work for me
- The server didn't page me when my AGT was at half life.

This might be because I'm running a co-op server, I'm not sure though..

On a totally unrelated note: The veteral plugin isn't detecting bot kills aswell

Anyways: Thanks for this great release, love your work

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 29 Apr 2009 15:14:54 GMT
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Prulez wrote on Wed, 29 April 2009 10:50Hey reborn, looking good, few things though:

- Could you please stop the advertising when there are no players in the server?
- !hstatus didn't work for me
- The server didn't page me when my AGT was at half life.

This might be because I'm running a co-op server, I'm not sure though..

On a totally unrelated note: The veteral plugin isn't detecting bot kills aswell

Anyways: Thanks for this great release, love your work

You can disable the advertising of the mode (incidently to anyone else reading this, it doesn't advertise MP-Gaming.COM, it just tells players about the commander system and the commands etc etc) by turning it off in the .ini file.
However, you're probably right... Even if it is turned on, it probably shouldn't send those messages without anyone in the server. I will release a new version that does what you want it to do.

I will check hstatus, I may of been too reliant on the people testing in hindsight.

Was it only the AGT this happened to, no other building, just the AGT was broken?

The veteran plug-in wasn't designed to work with bot kills. I'm pretty sure it would be possible though with minimal effort if you need it to.
I was hoping people would pick up these plug-in's and develop on them themselves and re-release them with new cooler add-on's. The veteran plug-in specifically was released with this in mind and only had place holder reward systems.
As no-one has picked it up, I will return to it soon, re-visit it and make a 1.1 version that is better, I will make sure I include your suggestion but allow server owners to toggle that option.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Wed, 29 Apr 2009 17:08:14 GMT
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reborn wrote on Wed, 29 April 2009 17:14You can disable the advertising of the mode (incidently to anyone else reading this, it doesn't advertise MP-Gaming.COM, it just tells players about the commander system and the commands etc etc) by turning it off in the .ini file.
However, you're probably right... Even if it is turned on, it probably shouldn't send those messages without anyone in the server. I will release a new version that does what you want it to do.

Cool, thanks

reborn wrote on Wed, 29 April 2009 17:14I will check hstatus, I may of been too reliant on the people testing in hindsight.

Aight, I'll try it again to ensure it.

reborn wrote on Wed, 29 April 2009 17:14Was it only the AGT this happened to, no other building,

just the AGT was broken?
I only tried TeamKilling the AGT. It didn't send me a message.

reborn wrote on Wed, 29 April 2009 17:14The veteran plug-in wasn't designed to work with bot kills. I'm pretty sure it would be possible though with minimal effort if you need it to.
I was kind of aware of that, though as I'm not a coder at all I wouldn't have a clue to begin

reborn wrote on Wed, 29 April 2009 17:14I was hoping people would pick up these plug-in's and develop on them themselves and re-release them with new cooler add-on's. The veteran plug-in specifically was released with this in mind and only had place holder reward systems.
As no-one has picked it up, I will return to it soon, re-visit it and make a 1.1 version that is better, I will make sure I include your suggestion but allow server owners to toggle that option.

Like I said before, I personally don't have any coding experience. I think it's great what you're doing, releasing all your plugins.

For the record: The map I tested my stuff on was Skirmish00.mix. Maybe that kind of got in the way...

Reborn, Thanks for all your hard work man! I really really appreciate it

---

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 29 Apr 2009 23:52:41 GMT
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I've updated the download link on the original post to contain this link, here. It should of fixed the page problem you mentioned about buildings falling below half health. !hstatus worked fine for me, perhaps you was not the commander at the time? This update also means the explanation messages are not repeated continuously if there are no players in the server.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by havoc9826 on Thu, 30 Apr 2009 05:50:43 GMT
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Since they're relevant to your veteran plugin and the commander plugin, I thought you might want to know of these bhs.dll keys.cfg entries (they might only be in the Black-Cell scripts package by default, and I'm not sure if CP2/scripts 3.x/RR have entries for them unless you make them yourself):

VetInfo=Delete_Key
RequestRepairs=Keypad_Star_Key
HarvUplink=Keypad_Slash_Key
SupplyDrop=Keypad_Period_Key

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Thu, 30 Apr 2009 08:35:54 GMT
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reborn wrote on Thu, 30 April 2009 01:52I've updated the download link on the original post to contain this link, here. It should of fixed the page problem you mentioned about buildings falling below half health. !hstatus worked fine for me, perhaps you was not the commander at the time? This update also means the explanation messages are not repeated continuously if there are no players in the server.
Working excellent.

About the hstatus thing.. I just found out there's no harv on the map I tested it on

Excellent once again, Reborn. Thanks!

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Zeiss on Fri, 01 May 2009 19:29:56 GMT
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Hi,
I have installed commander 1.1
if I type !pc Zeiss, the server crash.
the server doesn't only crash with name DTZeiss, it creashed with all names.

The plug-in is currently active, just look at the DT-Clan AoW server.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Fri, 01 May 2009 19:40:25 GMT
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Have you tried redownloading?
Have you tried with an unmodified commander.ini?
Are you running the right SSGM Version? (You never know..)

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Fri, 01 May 2009 19:48:30 GMT
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Zeiss wrote on Fri, 01 May 2009 15:29Hi,
I have installed commander 1.1
if I type !pc Zeiss, the server crash.
the server doesn't only crash with name DTZeiss, it creashed with all names.

The plug-in is currently active, just look at the DT-Clan AoW server.

Pretty stange man, everyone else seems to have no problem. :-/
I did ask you add me on msn fm_reborn@hotmail.com so we can try and solve the problem, but you have yet to contact me (I am at work right now...).
There must be something else on your server casuing a conflict with it :-/

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sat, 02 May 2009 20:45:39 GMT
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if you make another release of this plugin make it so msg don't spam when there are no players.

File Attachments
1) spam.JPG, downloaded 943 times

```
  see how much, the team commander controls this fund. You can donate to the
  fund with "!tfdonate <amount>".
<&RT-Mara> Host: The team commander has special abilities and can call in supply
  drops, has a healing aura, recieves special advanced messages and much more...
<&RT-Mara> Host: This server is running a team commander plug-in, you can start a
  vote for a team mate to be your commander by typing "!pollcommander <name>".
<&RT-Mara> Host: There is team fund available to your team, type "!teamfund" to
  see how much, the team commander controls this fund. You can donate to the
  fund with "!tfdonate <amount>".
<&RT-Mara> Host: The team commander has special abilities and can call in supply
  drops, has a healing aura, recieves special advanced messages and much more...
<&RT-Mara> Host: This server is running a team commander plug-in, you can start a
  vote for a team mate to be your commander by typing "!pollcommander <name>".
<&RT-Mara> Host: There is team fund available to your team, type "!teamfund" to
  see how much, the team commander controls this fund. You can donate to the
  fund with "!tfdonate <amount>".
<&RT-Mara> Host: The team commander has special abilities and can call in supply
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<&RT-Mara> Host: This server is running a team commander plug-in, you can start a
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<&RT-Mara> Host: The team commander has special abilities and can call in supply
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<&RT-Mara> Host: This server is running a team commander plug-in, you can start a
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<&RT-Mara> Host: There is team fund available to your team, type "!teamfund" to
  see how much, the team commander controls this fund. You can donate to the
  fund with "!tfdonate <amount>".
<&RT-Mara> Host: The team commander has special abilities and can call in supply
  drops, has a healing aura, recieves special advanced messages and much more...
```

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Sat, 02 May 2009 22:04:26 GMT
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Gen_Blacky wrote on Sat, 02 May 2009 22:45if you make another release of this plugin make it so msg don't spam when there are no players.
Dude, redownload. He already fixed that.

Also:
(18:34:26) (&PruCoop) DeathC200: !pollcommander DeathC200
(18:34:34) (&PruCoop) Initializing Westwood Online Mode

(18:34:36) (&PruCoop) Logging onto USA Server
(18:34:37) (&PruCoop) Creating game channel...
(18:34:37) (&PruCoop) Channel created OK
(18:34:38) (&PruCoop) Loading level Skirmish00.mix
(18:34:39) (&PruCoop) Level loaded OK

Server crashed when he did that, I've added you on MSN reborn.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sun, 03 May 2009 01:08:00 GMT
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didn't know

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by havoc9826 on Sun, 03 May 2009 07:35:55 GMT
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I just found another command related to team commander that I completely forgot about. In BC, if there was no commander assigned and noone was successfully voted commander, a mod could !assumecommand.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Xpert on Sun, 03 May 2009 07:46:18 GMT
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True, but the plugin isn't connected to a server regulator.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Sun, 03 May 2009 08:32:01 GMT
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2 more crashes:

[02:49:24] <PruCoop> [Team] Kingbobom: !pollcommander kingbobom
[02:49:26] <PruCoop> Initializing Westwood Online Mode

[22:35:50] <PruCoop> [Team] ferret840: !pollcommander ferret840
[22:35:53] <PruCoop> Initializing Westwood Online Mode

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sun, 03 May 2009 12:00:52 GMT
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I have no idea why its doing that. If you give me the crash dump I will see if a friend can take a look at it. If they can see why it's happening then I will try to fix the problem.
I wish I could read crash dumps to be honest...

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Genesis2001 on Sun, 03 May 2009 18:56:03 GMT
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Prulez wrote on Sun, 03 May 2009 01:322 more crashes:

[02:49:24] <PruCoop> [Team] Kingbobom: !pollcommander kingbobom
[02:49:26] <PruCoop> Initializing Westwood Online Mode

[22:35:50] <PruCoop> [Team] ferret840: !pollcommander ferret840
[22:35:53] <PruCoop> Initializing Westwood Online Mode

Are they the only people in-game?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Prulez on Sun, 03 May 2009 21:30:51 GMT
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Zack wrote on Sun, 03 May 2009 20:56Prulez wrote on Sun, 03 May 2009 01:322 more crashes:

[02:49:24] <PruCoop> [Team] Kingbobom: !pollcommander kingbobom
[02:49:26] <PruCoop> Initializing Westwood Online Mode

[22:35:50] <PruCoop> [Team] ferret840: !pollcommander ferret840
[22:35:53] <PruCoop> Initializing Westwood Online Mode

Are they the only people in-game?
I don't know, I'll try to get related crashdumps ASAP.
Can't really log on the box now, unfortunately.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Thu, 07 May 2009 06:13:45 GMT
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if the player was a commander and changed teams it will still say that the player is the commander for that team he was originally on. The commander proxie aura doesn't work in 1.1, worked in 1.0 ,its set on in the .ini. When the agt reports damage it says the damage is like 5984565464

ExEric3 wrote on Tue, 28 April 2009 11:01It's incompatible with Resurrection.

But nice work dude.

I use rr works fine.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by wittebolx on Thu, 07 May 2009 07:40:10 GMT
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why im not sure but it has some serious problems with running on mission maps.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by ExEric3 on Thu, 07 May 2009 18:07:39 GMT
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Gen_Blacky wrote on Thu, 07 May 2009 08:13

I use rr works fine.

Try restart FDS or just user quit.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Thu, 07 May 2009 18:36:45 GMT
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Gen_Blacky wrote on Thu, 07 May 2009 02:13if the player was a commander and changed teams it will still say that the player is the commander for that team he was originally on. The commander proxie aura doesn't work in 1.1, worked in 1.0 ,its set on in the .ini. When the agt reports damage it says the damage is like 5984565464

ExEric3 wrote on Tue, 28 April 2009 11:01It's incompatible with Resurrection.

But nice work dude.

I use rr works fine.

Thankyou, I will look into the proxy aura. Is this value just for the AGT, or does it happen to all buildings?

wittebolx wrote on Thu, 07 May 2009 03:40why im not sure but it has some serious problems with running on mission maps.

What are these serious problems?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by LGdirk on Thu, 07 May 2009 19:42:31 GMT
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reborn wrote on Tue, 28 April 2009 13:23Ah right, thanks.
That's pretty weird then, everyone else had no problems at all with it :-/
Zeiss, if you're around still in 4-5 hours from now catch me on msn fm_reborn@hotmail.com, I will try to resolve the problem.

hmm seems i got the same problem. server restart after using the tc cmd. so i install a new clear server and br 1.52. i add only the commander plug-in so it looks like this:

[Plugins]
01=BRenBot.dll
02=commander.dll

no other things added. what can i say? it crash again.
now the weired part. i test some maps and on non-flying maps, the server crash but on walls flying and city flying the commander plug-in works fine.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Thu, 07 May 2009 21:10:42 GMT
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Ah, Dirk. Thanks for the info. Would you be so kind as to try making it crash without using brenbot.dll? If I can say for certain that brenbot.dll is causing the problem I am sure I can come to a solution.
Is everybody else that's experiencing crashes on the chat command also using brenbot.dll?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by LGdirk on Thu, 07 May 2009 21:32:51 GMT
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i test it without brenbot.dll and it crashed

[Plugins]
01=commander.dll

i run my server on win2000 so think that can be the problem but after i check a installation on vista, i know it its not the OS because i got the same error.

so i have no clue what it is.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Fri, 08 May 2009 04:41:37 GMT
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I use brenbot 1.52 with whole bunch of plugins for it, i use ssgm and rr and a whole bunch of different plugins one of them is brenbot.dll and it has never crashed my server yet.

Reborn when any building is at half damage its says its like 58567507546 damage. I got the aura proxy to work i just recompiled it and got it working.

I think peoples server might be crashing if they have a modified scripts.dll i always have plugins crash the server if the scripts.dll is modified. Thats why i just add everything to plugins.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by LGdirk on Fri, 08 May 2009 05:37:02 GMT
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Gen_Blacky wrote on Thu, 07 May 2009 23:41I think peoples server might be crashing if they have a modified scripts.dll i always have plugins crash the server if the scripts.dll is modified. Thats why i just add everything to plugins.

that would be a reason but i change or edit nothing.

the language of the system, can that be the problem? i mean zeiss use german system, a other guy who test it on his system and me, we all use german windows. (on zeiss not sure) maybe there is a dll involved where the language is incompatible with this script. ok call me n00b for this, i have no idea about this but maybe its a reason.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Fri, 08 May 2009 21:18:18 GMT

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Now that I've got that second vet system out of my hair, I'll update the commander plug-in, release it as a debug version, then take the crash dumps from people to pass on to a friend.
I hope to have an update (that will still likely crash, but at least fix a few other things) soon.
It's hard to debug because I cannot cause this crash myself at all, and no one seems to be able to give steps on reproducing the crash, perhaps it has something to do with the regulators you guys use. But don't worry, it'll get fixed.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sat, 09 May 2009 16:51:41 GMT
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I made some Revivable buildings commands using reborns team fund function and commander function. The team all donate to team fund and if a building dies the commander can revive the building if there is enough money in the team fund. I made it ini configurable for the amount it cost for the buildings to be revived.

Requirements
-Renegade Resurrection
-Add to Reborns Commander plugin so it can uses its functions.

Under the SettingsStruct in the .h file

```
powerplantcost = 20000;
vehiclefactoriescost = 20000;
soldierfactories = 20000;
refcost = 20000;
basedefensecost = 20000;
```

Under void Load(); in the .h file

```
int powerplantcost;
int vehiclefactoriescost;
int soldierfactories;
int refcost;
int basedefensecost;
```

Under the SettingsLoader;

```
LoadInt(powerplantcost,"powerplantcost");
printf("The cost for a Power Plant is %i credits\n",powerplantcost);
LoadInt(vehiclefactoriescost,"vehiclefactoriescost");
```

```
 printf("The cost for a Vehicle Factory is %i credits\n",vehiclefactoriescost);
 LoadInt(soldierfactories,"soldierfactories");
 printf("The cost for a Charcter Factory is %i credits\n",soldierfactories);
 LoadInt(refcost,"refcost");
 printf("The cost for the Refinary is %i credits\n",refcost);
 LoadInt(basedefensecost,"basedefensecost");
 printf("The cost for Basedefences is %i credits\n",basedefensecost);
```

Add to the .ini file

```
powerplantcost=20000;

vehiclefactoriescost=20000;

soldierfactories=20000;

refcost=20000;

basedefensecost=20000;
```

Main Revive Commands

```
//////////////////////
///Revive Buildings///
//////////////////////

class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the
fund.",Get_Player_ID(obj),CSettings->vehiclefactoriescost).c_str());
```

```
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the
Airstrip",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the
fund.",Get_Player_ID(obj),CSettings->vehiclefactoriescost).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The Weapons Factory is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Airstrip is not dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);

class revive_refineriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Refinery(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  //if(CSettings->enablerevive){
  if(Is_Building_Dead(Find_Refinery(Team))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->refcost){
     GDITeamFund = GDITeamFund - CSettings->refcost;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
Refinary",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
```

```
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->refcost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->refcost){
     NodTeamFund = NodTeamFund - CSettings->refcost;
     Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Refinary",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->refcost).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Refinary is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Refinary is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_refineriesChatCommand>
revive_refineriesChatCommandReg("!revive_ref;!r_ref",CHATTYPE_TEAM,0,GAMEMODE_AOW
);


class revive_powerplantsChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Power_Plant(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Power_Plant(Team))) {
   if(GDICommander[ID]){
```

```
    if(GDITeamFund >= CSettings->powerplantcost){
     GDITeamFund = GDITeamFund - CSettings->powerplantcost;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
PowerPlant",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->powerplantcost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->powerplantcost){
     NodTeamFund = NodTeamFund - CSettings->powerplantcost;
     Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Powerplant",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->powerplantcost).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_powerplantsChatCommand>
revive_powerplantsChatCommandReg("!revive_pp;!r_pp",CHATTYPE_TEAM,0,GAMEMODE_AO
W);


class revive_soldierfactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
```

```
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Building(Team,SOLDIER_FACTORY))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->soldierfactories){
     GDITeamFund = GDITeamFund - CSettings->soldierfactories;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
Barracks",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->soldierfactories).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->soldierfactories){
     NodTeamFund = NodTeamFund - CSettings->soldierfactories;
     Console_Input(StrFormat("msg The Nod Commander just revived the Hand of
Nod",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->soldierfactories).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Barracks is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_soldierfactoriesChatCommand>
revive_soldierfactoriesChatCommandReg("!revive_bar;!revive_hon;!r_hon;!r_bar",CHATTYPE_TE
AM,0,GAMEMODE_AOW);
```

```
class revive_basedefenseChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Base_Defense(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Building(Team,BASE_DEFENSE))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->basedefensecost){
     GDITeamFund = GDITeamFund - CSettings->basedefensecost;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI Advance Guard
Tower",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->basedefensecost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->basedefensecost){
     NodTeamFund = NodTeamFund - GDITeamFund - CSettings->basedefensecost;
     Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Obelisk",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->basedefensecost).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Advance Guard Tower is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Obelisk is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
```

```
 }
};
ChatCommandRegistrant<revive_basedefenseChatCommand>
revive_basedefenseChatCommandReg("!revive_ob;!revive_agt;!r_agt;!r_ob",CHATTYPE_TEAM,
0,GAMEMODE_AOW);
```

Commands used to kill buildings so its easier to test the revive commands.

```
//////////////////////
///Kill Buildings////
//////////////////////

class kill_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg War Factory Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Airstrip Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_vehiclefactoriesChatCommand>
kill_vehiclefactoriesChatCommandReg("!kill_wf;!kill_air",CHATTYPE_TEAM,0,GAMEMODE_ALL)
;

class kill_refineriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Refinery(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Refinary Destroyed",Get_Player_ID(obj)).c_str());
```

```
  }
  else {
   Console_Input(StrFormat("msg Nod Refinary Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_refineriesChatCommand>
kill_refineriesChatCommandReg("!kill_ref",CHATTYPE_TEAM,0,GAMEMODE_ALL);


class kill_basedefenseChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Base_Defense(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI AGT Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Obelisk Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_basedefenseChatCommand>
kill_basedefenseChatCommandReg("!kill_agt;!kill_ob",CHATTYPE_TEAM,0,GAMEMODE_ALL);


class kill_powerplantChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Power_Plant(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Power Plant Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Power Plant Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_powerplantChatCommand>
kill_powerplantChatCommandReg("!kill_pp;!kill_powerplant",CHATTYPE_TEAM,0,GAMEMODE_
```

```
ALL);


class kill_soldierfactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Barracks Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Hand of Nod Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_soldierfactoriesChatCommand>
kill_soldierfactoriesChatCommandReg("!kill_bar;!kill_hon",CHATTYPE_TEAM,0,GAMEMODE_AL
L);
```

The the only problem I have seen so far is when the building is dead and a player that is not a commander uses the command. It wont tell the player hes not a commander. If the building is alive it will.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sat, 09 May 2009 17:45:51 GMT
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Hey man, pretty cool that you released this, there are a few little errors, but nice one

---

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sat, 09 May 2009 17:47:40 GMT
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can you show me the errors

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

This might make things work a bit better for you.
You would need to apply the same sort of changes I made throughout your code. But it looks nice man.

```
class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID] || NodCommander[ID]){
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Airstrip").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
  }
     else {
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
  }
  else{
   if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The Weapons Factory is not dead.",ID).c_str());
```

```
   }
  }
  else{
   if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Airstrip is not dead.",ID).c_str());
   }
  }
 }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sat, 09 May 2009 21:24:59 GMT
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illegal else without matching if

```
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
```

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sat, 09 May 2009 22:26:24 GMT
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Gen_Blacky wrote on Sat, 09 May 2009 17:24

illegal else without matching if

```
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Powerplant is not
```

```
dead.",Get_Player_ID(obj)).c_str());
  }
```

I'm guessing that's part of the power plant revive command. You will need to post that whole command for me to fix it for you.
Also, you don't need to get the GameObject of the player.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sun, 10 May 2009 02:17:31 GMT
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reborn wrote on Sat, 09 May 2009 13:00This might make things work a bit better for you.
You would need to apply the same sort of changes I made throughout your code. But it looks nice man.

```
class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID] || NodCommander[ID]){
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Airstrip").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
```

```
    }
   }
  }
    else {
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
  }
  else{
   if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The Weapons Factory is not dead.",ID).c_str());
   }
  }
  else{
   if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Airstrip is not dead.",ID).c_str());
   }
  }
 }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

your code gave that error i was showing u where the error was.

Edit:

Just noticed i sent u the wrong code lol

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by ExEric3 on Sun, 10 May 2009 08:21:50 GMT
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LGdirk wrote on Thu, 07 May 2009 21:42reborn wrote on Tue, 28 April 2009 13:23Ah right, thanks.
That's pretty weird then, everyone else had no problems at all with it :-/
Zeiss, if you're around still in 4-5 hours from now catch me on msn fm_reborn@hotmail.com, I will try to resolve the problem.

hmm seems i got the same problem. server restart after using the tc cmd. so i install a new clear server and br 1.52. i add only the commander plug-in so it looks like this:

[Plugins]
01=BRenBot.dll

02=commander.dll

no other things added. what can i say? it crash again.
now the weired part. i test some maps and on non-flying maps, the server crash but on walls flying and city flying the commander plug-in works fine.

What version of server.dat are you using? Its not BlackIntel? Because when I use their version under x64 mode it crashing FDS when Im trying join.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sun, 10 May 2009 09:30:57 GMT
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Gen_Blacky wrote on Sat, 09 May 2009 22:17
Just noticed i sent u the wrong code lol

So you are fine now, you don't need help? I am confused. :-S

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sun, 10 May 2009 12:03:59 GMT
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Here is a debug version. Please use this and report any crashes with the crashdump. I will then be able to pass on the crash dump and the source code to a friend who might be able to see what the problem is. The source code will follow with a proper release.
This version should also remove the weird messages when a building falls under 50% health.

http://game-maps.net/staff/reborn/debug.zip

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Gen_Blacky on Sun, 10 May 2009 16:55:23 GMT
View Forum Message <> Reply to Message

reborn wrote on Sun, 10 May 2009 04:30Gen_Blacky wrote on Sat, 09 May 2009 22:17
Just noticed i sent u the wrong code lol

So you are fine now, you don't need help? I am confused. :-S

the code u said I should replace gets illegal else without matching if.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sun, 10 May 2009 18:23:57 GMT
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It's probably just some extra bracket somewhere. I didn't have access to the IDE when I typed it, nor do I now. This might work for you, but I cannot be sure, I'm at work...

```
class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID] || NodCommander[ID]){
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Airstrip").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
     else {
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
  }
  else{
   if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The Weapons Factory is not dead.",ID).c_str());
```

```
   }
  }
  else{
   if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Airstrip is not dead.",ID).c_str());
   }
  }
 }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

If it doesn't work, then give it a try man, you've got nothing to lose.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by LGdirk on Sun, 17 May 2009 15:50:22 GMT
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any news?

@reborn: i send you 2 crash dumps by email, hope you saw that

---

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sun, 17 May 2009 15:57:52 GMT
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I don't check my e-mail, I didn't see them. I thought you just went away, lol.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by LGdirk on Mon, 18 May 2009 07:41:21 GMT
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lmao... ok i send you a pm and hope you check it

so you know, i dont walk away, still waiting

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Ma1kel on Mon, 18 May 2009 18:50:59 GMT
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good job reborn

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by TNaismith on Wed, 20 May 2009 04:49:50 GMT
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reborn,

Does the Ammo Drop feature drop 3 yellow ammo crates that stay infinitely for the rest of the game? (Like on St0rm's Extreme Co-op Server if you've ever been there)

To be more specific, if multiple players run across the yellow ammo box, does it disappear after the first player runs over? Or is it like, permanent?

(I believe the preset name for the yellow ammo box I'm talking about is CnC_POW_Ammo_ClipMax)

Thanks for the work you've done on this already. I was just at Black-Cell's forums earlier today, and saw this exact same topic on the Commander System coding they had there. In fact, here is one of their more recent topics on 'Team Commander':

http://forums.black-cell.net/index.php?topic=5760.0

The way the ammo drop is described there, it seems more of something that can be picked up by only one person or is a destructible, one-time object.

Would you happen to be able to give any clarification on this? Or would I be better off asking the Black-Cell members themselves?

Regards,
TNaismith

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by havoc9826 on Wed, 20 May 2009 06:41:56 GMT
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TNaismith wrote on Tue, 19 May 2009 21:49http://forums.black-cell.net/index.php?topic=5760.0

The way the ammo drop is described there, it seems more of something that can be picked up by only one person or is a destructible, one-time object.
That's exactly how it was, except vehicles could pick up this crate as well. Only the enemy team could destroy it if they wanted to, though since they could just steal it, the only reason to destroy it would be if they couldn't reach it first. It was parachuted to the team commander's current position, provided he wasn't within a certain distance of the enemy base. I was able to find two screenshots among hundreds/thousands (I'm not gonna look through my videos) that actually had

the crate in it:

Unfortunately, the BC Wiki was never restored after the most recent website crash, so you'll have to make do with what's in that thread and an archive.org copy of the wiki here.
quick wiki description of supply crateSupply Drop is a Commander only ability that paradrops a Supply Crate at the Commander's position. This Supply Crate serves 2 purposes: it can be picked up by anyone on either team, except the Commander who called it in, for a full refill; the crate also has its own Healing Aura which does not stack with the Commander's. It costs 500 credits to call in a Supply Drop and it can only be used once every 3 minutes. The enemy can also destroy it with regular weapons fire. A Supply Drop can be called in either through the teamchat command !supply or the keyboard shortcut SupplyDrop(numpad period default). You cannot call down crates within or directly on the border of the enemy base.
It's really nice that reborn's trying to recreate some of the features that used to make Black-Cell my favorite server until it lost too much of its playerbase for me to care to hang around anymore. I miss the good times :/

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 20 May 2009 09:24:59 GMT
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TNaismith wrote on Wed, 20 May 2009 00:49reborn,

Does the Ammo Drop feature drop 3 yellow ammo crates that stay infinitely for the rest of the game? (Like on St0rm's Extreme Co-op Server if you've ever been there)

To be more specific, if multiple players run across the yellow ammo box, does it disappear after the first player runs over? Or is it like, permanent?

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Would you happen to be able to give any clarification on this? Or would I be better off asking the Black-Cell members themselves?

Regards,
TNaismith

It's similar to black-cell's version, it's a one-off pick-up. It doesn't respawn constantly. A transport copter drops off a wooden pallet crate, either team can pick up the crate, including vehicles. It is not destructable though, I never thought it was needed really.

Here is a link to a movie I made whilst making the plug-in demonstrating the supply feature.
http://game-maps.net/staff/reborn/commander.wmv

It probably wouldn't be any use asking BC members about this particular plug-in, as it is not supported by them or there own release, rather it is my own attempt as a commander system, based on there version from memory and documention found on there site. As far as I know they never released there version, although I know that allot of there server-side mod ended up being too tied into the regulator to separate the the code and make it functional as a release.

havoc9826 wrote on Wed, 20 May 2009 02:41
That's exactly how it was, except vehicles could pick up this crate as well. Only the enemy team could destroy it if they wanted to, though since they could just steal it, the only reason to destroy it would be if they couldn't reach it first. It was parachuted to the team commander's current position, provided he wasn't within a certain distance of the enemy base. I was able to find two screenshots among hundreds/thousands (I'm not gonna look through my videos) that actually had the crate in it:

Unfortunately, the BC Wiki was never restored after the most recent website crash, so you'll have to make do with what's in that thread and an archive.org copy of the wiki here.
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This plug-in recreates most of that, apart from the commander can pick it up himself, and the wooden pallet crate is not destructable, and it can be called in anywhere...
The default settings are also 500 creds and a 3 min gap between the time you can call it in, but it's configurable to any cost and any time difference.

havoc9826 wrote on Wed, 20 May 2009 02:41
It's really nice that reborn's trying to recreate some of the features that used to make Black-Cell my favorite server until it lost too much of its playerbase for me to care to hang around anymore. I miss the good times :/

There's a bunch released now, I was hoping it might encourage others to do the same. I also miss

playing in black-cell and the good times there.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by TNaismith on Wed, 20 May 2009 14:01:37 GMT
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Ah, I see. Sounds like it can be a good addition to a server in any case. I appreciate the replies. I hope as well that other community leaders whom have extremely in-depth modded servers will also consider stepping forward to release their code, however the debate of whether that will make Renegade servers all look the same rather than unique and diverse will be brought up, and I can imagine that many people are against the idea of releasing code as it would 'hurt' the integrity of their own server/playing population.

I've seen this from some isolated servers I've been to, and I am pretty sure this mindset runs throughout a number of other Renegade-related communities.

Tiberium Technologies however is a great step in bringing together the skill and abilities of a lot of people, so that could be considered as compensating for the lack of will to release code for fun modifications to Renegade servers.

Anyhow, thanks again. Appreciate the work and motivation you put in to further develop this code for Team Commander.

Regards,
TNaismith

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by mrÃ£Ã§Ä·z on Mon, 22 Jun 2009 16:56:56 GMT
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Small Suggy

Give teh GDI Commander the "Locke" Skin for his Character

and for the Nod Commander "Kane"

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Omar007 on Tue, 23 Jun 2009 08:23:47 GMT
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Give teh GDI Commander the "Locke" Skin for his Character

and for the Nod Commander "Kane"

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by rhuarc on Wed, 29 Jul 2009 06:29:43 GMT
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heres my crash dump

File Attachments
1) crashdump1.txt, downloaded 585 times

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 29 Jul 2009 11:28:26 GMT
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I cannot read crash dumps, but it is probably due to the way the chat hook works for getting the play name, based on part of there name.
When and if I ever get the time to re-visit any plug-in that uses that functionality that I released, I will go bacl and fix them all, and re-release them as 1.1 or whatever...
However, I am extremely busy for a while.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Sniperhid on Sun, 02 Aug 2009 17:48:56 GMT
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Found a bug

When you !Pollcommander an enemy player it would say "<lastsuccessfullypolledcommandername> isn't on your team", as potentialnodcommandername/potentialgdicommandername is kept as the last player.

Other than that good job.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Knight on Mon, 03 Aug 2009 04:14:30 GMT
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So where/when is then offical plugin going to be released/at? Link me! Or the latest beta version. Link me!

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by C C_guy on Wed, 05 Aug 2009 13:44:49 GMT
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Knight wrote on Sun, 02 August 2009 23:14So where/when is then offical plugin going to be released/at? Link me! Or the latest beta version. Link me!

Open your eyes and perhaps read? Um like its right in front of you now....can you see it? hello?????. lol

http://www.renegadeforums.com/index.php?t=msg&th=33035&prevloaded=1& rid=22195&start=0

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Hex on Wed, 05 Aug 2009 15:05:48 GMT
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ExEric3 wrote on Sun, 10 May 2009 09:21
What version of server.dat are you using? Its not BlackIntel? Because when I use their version under x64 mode it crashing FDS when Im trying join.

Try disabling DEP

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Tue, 11 Aug 2009 16:25:35 GMT
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is it possible to add only commander backup?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 11 Aug 2009 17:23:35 GMT
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I do not understand what you mean, could you maybe try to explain what you mean a little more clearly?

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

Posted by Vaati19 on Tue, 11 Aug 2009 17:54:57 GMT
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The commander can call for special backup but not the others

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Tue, 11 Aug 2009 20:49:42 GMT
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Yes, only the commander can call for the refill crate drop.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Tue, 11 Aug 2009 21:30:34 GMT
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Sounds great i am not a scripter, but can i add a tank drop also?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 12 Aug 2009 05:33:42 GMT
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You could quite easily adapt it to drop a tank, yeah.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 06:08:16 GMT
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ok, i wich files should i change?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 12 Aug 2009 07:34:33 GMT
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If you have limited coding experiance, I would suggest you just change the cinematic files called Nod_Supply.txt and GDI_Supply.txt.
I would remove the part that attaches the "reb_supply_crate" script, and instead make it drop off a tank.

If you are feeling braver, then search through Commander.ccp in the source that's part of the download, and then amend the chat hook that calls this function, and the other scripts that are used in the chat hook.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 10:01:05 GMT
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I think I made it I wonder one thing, how do I decide how much it costs ?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 10:03:52 GMT
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Is this correct?

```
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *object = Get_GameObj(ID);
if(GDICommander[ID] || NodCommander[ID]){
 if(GDICommander[ID]){
  if(GDIDropActive){
  if(GDITeamFund >= CSettings->supplycost){
   GDITeamFund = GDITeamFund - CSettings->supplycost;
//Create the supply drop here
Commands->Create_2D_WAV_Sound("m00evag_dsgn0063i1evag_snd.wav");
Vector3 position = Commands->Get_Position(object);
GameObject *flare = Commands->Create_Object("Invisible_Object",position);
Commands->Set_Model(flare,"ag_sigflare_gld");
Commands->Attach_Script(flare,"Test_Cinematic","GDI_MedDrop.txt");
   GDIDropActive = false;
GameObject *dropsetter = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(dropsetter,"reb_GDI_drop_setter","");
  }
  else{
Console_Input(StrFormat("ppage %d you do not have enough money in the Team Fund to order a tank drop.",ID).c_str());
  }
}
  else{
Console_Input(StrFormat("ppage %d The \"!meddrop\" command is not available yet. It can be used every %i seconds",ID,CSettings->droptimer).c_str());
  }
 }
 else if(NodCommander[ID]){
if(NodDropActive){
  if(NodTeamFund >= CSettings->supplycost){
   NodTeamFund = NodTeamFund - CSettings->supplycost;
//Create the supply drop here
   //mx0_trooper1_112.wav
   Commands->Create_2D_WAV_Sound("m00evag_dsgn0063i1evag_snd.wav");
Vector3 position = Commands->Get_Position(object);
GameObject *flare = Commands->Create_Object("Invisible_Object",position);
```

```
Commands->Set_Model(flare,"ag_sigflare_gld");
Commands->Attach_Script(flare,"Test_Cinematic","Nod_LightDrop.txt");


   NodDropActive = false;
GameObject *dropsetter = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
Commands->Attach_Script(dropsetter,"reb_Nod_drop_setter","");
  }
  else{
Console_Input(StrFormat("ppage %d you do not have enough money in the Team Fund to order a tank drop.",ID).c_str());
  }
}
  else{
Console_Input(StrFormat("ppage %d The \"!lightdrop\" command is not available yet. It can be used every %i seconds",ID,CSettings->droptimer).c_str());
  }
 }
}
else{
Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this command.",ID).c_str());
}


}
};
ChatCommandRegistrant<TankChatCommand>
TankChatCommandReg("!meddrop;!mediumtank;!medtank;!mediumtankdrop;!lightdrop;lighttank;!lighttankdrop;!light;!med",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 12 Aug 2009 11:46:12 GMT
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You could hard code the cost of the drop if you wanted to do that in there yes.
Specifically here:

```
if(GDITeamFund >= CSettings->supplycost){
   GDITeamFund = GDITeamFund - CSettings->supplycost;
```

You would change it to this for example if you wanted it to cost 2000 credits:

```
if(GDITeamFund >= 2000){
   GDITeamFund = GDITeamFund - 2000;
```

However, the cost of the drop has been set up to be a configurable option in the .ini file supplied in the download.

You seem to be getting the hang of this, for someone who claims to not be able to code, you've done well!
You do realise you need to compile this code, don't you?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 12:04:42 GMT
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It isnt to hard actually I took a look at ur code, and understood it ^^

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 12:11:31 GMT
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So I should put the files i have modified into commander.dll with Visual C++ or?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 12 Aug 2009 12:45:50 GMT
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I guess you opened them in notepad or something?

Basically, what you should be doing is opening the solution file (.sln). This file opens with visualstdio.net2005 (which you need to install).
You can find out how to install a free version here:
http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3 415

Using visual studio, you can browse the relevant .ccp and .h files allot easier. Once you have made your changes and you are happy with them (you seem to do done this already), you can compile the source code (hit f5). This will then produce the compiled .dll file in the working folder of the source code.

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 13:05:08 GMT
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Does it work with the 2008 version of Visual C++?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 12 Aug 2009 13:19:54 GMT
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Probably, but not without some adjustments. I have never actually tried.

Your questions, whilst welcome, are probably becoming irrelevant to the topic at hand now, you may wish to start your own modding topic if you need more help. You're starting to go at a tangent now...

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by Vaati19 on Wed, 12 Aug 2009 13:32:00 GMT
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ok I got my questions cleared up. And I found a version of Visual C++ 2005 ^^

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 26 Aug 2009 20:43:54 GMT
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Version 1.3 is now available, which should address the crash bug.
I was using a function that someone else wrote, the function assumed that all base game objects where actually scriptable game objects, but they are not. This fix came about from a problem on the APB server, and I ported the fix quickly to this plug-in too. So it isn't tested, but I can say with a fair degree of certainty that this should fix the problem.
Many thanks to Ghostshaw for providing some insight into this annoying problem.

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

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by infusi0n on Thu, 27 Aug 2009 05:36:37 GMT
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only v1.2 is showing on that site?

Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Thu, 27 Aug 2009 05:39:37 GMT
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First version was 1.0 (third one down), second version was 1.1, last version to be released, the current version is 1.2.