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

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by reborn on Mon, 05 Sep 2011 19:26:16 GMT
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Very nice.

Ironicly the OnOes functions for this were based on the deadmines source code. It's like a circle of life or some shit!

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by Gen_Blacky on Mon, 05 Sep 2011 19:53:49 GMT
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He whipped that out in 10 mins

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by iRANian on Mon, 05 Sep 2011 20:05:21 GMT
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Well it was a direct port of the OnOeS code so it wasn't exactly hard.

@Reborn: Does it do exactly the same stuff as the Dead Mines plugin?

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by reborn on Mon, 05 Sep 2011 20:45:09 GMT

I've not loaded it into an FDS, but looking at the source it seems to, yes.

Still though, nice to have it as a plugin with the source code.

Also, you left redundant code in there, just FYI.

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by iRANian on Mon, 05 Sep 2011 20:49:08 GMT

Well the thing is that someone's having issues changing the mine limit via BRenBot and we suspect the Dead Mines plugin is causing that.

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by Hex on Mon, 05 Sep 2011 20:56:08 GMT

Because I got some of the code from Reborn (he got it from deadre6?) for the mine stuff

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Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by iRANian on Mon, 05 Sep 2011 20:56:52 GMT

I see, is it the same?

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by Hex on Mon, 05 Sep 2011 23:17:44 GMT

close to, mine was a modified version to make it work with OnOeS

Subject: Re: [SSGM Plugin] C4 Limit Separator
Posted by iRANian on Wed, 07 Sep 2011 20:14:42 GMT

Hmm, using your code does indeed fix the issue we were having with BRenBot's mine limit settings. O_o

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