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Subject: ssgm.ini  
Posted by [Xpert](#) on Sat, 10 Sep 2011 04:55:23 GMT  
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Way to leave out like half the settings out of the ini file... Did someone get lazy?

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Subject: Re: ssgm.ini  
Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 05:12:25 GMT  
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Clearly, because 3.5 years of work, for free, is lazy... They probably overlooked something. There's no need to start off with an attitude like that.

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Subject: Re: ssgm.ini  
Posted by [Xpert](#) on Sat, 10 Sep 2011 05:30:50 GMT  
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I'm allowed to be sarcastic. Afterall, these forums revolve around attitude.

And I'm not hung up on it, considering I can just look at the source. But this is for people who don't know what they're doing who runs a server.

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Subject: Re: ssgm.ini  
Posted by [jonwil](#) on Sat, 10 Sep 2011 06:00:23 GMT  
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Which ssgm.ini keywords are missing?

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Subject: Re: ssgm.ini  
Posted by [sla.ro\(master\)](#) on Sat, 10 Sep 2011 06:53:15 GMT  
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Xpert wrote on Sat, 10 September 2011 07:55Way to leave out like half the settings out of the ini file... Did someone get lazy?

they worked a lot to make TT, you can convert old ssgm settings to new ssgm if u want those settings.

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Subject: Re: ssgm.ini

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Posted by [Xpert](#) on Mon, 12 Sep 2011 11:10:27 GMT

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I put together a neater ssgm.ini for anyone interested.

### File Attachments

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1) [ssgm.ini](#), downloaded 246 times

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Subject: Re: ssgm.ini

Posted by [reborn](#) on Mon, 12 Sep 2011 12:09:57 GMT

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Good effort!

Now add the plugin keys too, I forgot to add pretty much all of them.

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Subject: Re: ssgm.ini

Posted by [Xpert](#) on Tue, 13 Sep 2011 22:43:16 GMT

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reborn wrote on Mon, 12 September 2011 08:09 Good effort!

Now add the plugin keys too, I forgot to add pretty much all of them.

Would anyone be interested in it? I have put together an SSGM.ini that reads all the plugins that come with it and I made it user friendly and neat like the one I have uploaded correctly.

Also, the swap.dll code, it has messages that are like "can't do it after 5 minutes", but you can change the timer. But even if you change the timer, the output will still be "after 5 minutes". Just pointing it out.

I also added in a piece so if you type !rtc again, you can revoke your team change.

```
else if (PlayerID == idrtc) {
    Msg.Format("msg %s has revoked their team change request. The \"!rtc\" command is up for
new request.", Get_Player_Name_By_ID(PlayerID));
    Console_Input(Msg);
    GameObject *timerthing = Find_Object_With_Script("RTC_timer");
    Remove_Script(timerthing, "RTC_timer");
    Commands->Destroy_Object(timerthing);
    IsRTC = false;
    idrtc = 0;
}
```

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Subject: Re: ssgm.ini  
Posted by [reborn](#) on Wed, 14 Sep 2011 09:18:07 GMT  
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I'd be interested in it!

I have taken your comments on board, and will commit the changes to reflect your concerns.

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