Subject: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Wed, 07 Mar 2012 20:42:15 GMT

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This plugin adds various measures to the FDS to prevent people doing so called 'flaming C4'. All C4 placed on friendly units are automatically disarmed, Proxy C4 placed on empty vehicles are auto-disarmed too and a few limits have been added to the amount of Remote C4 and Timed C4 allowed stacked on top of each other or on neutral vehicles.

You can contact me under the nick iRANian on renegadeforums.com. Thanks to Xpert for finding an issue where C4 on Purchase Terminals got disarmed.

Changelog:
v2:
-Fixed a bug that caused C4 placed on Purchase Terminals to be disarmed.

To install, place 'FlamingC4Prevention.dll' in the root FDS folder and add an entry for it in SSGM.ini under [Plugins]. Then at the bottom of SSGM.ini add:

[FlamingC4Prevention]
; Messages used by this script:
PageMessage = Your C4 has been automatically disarmed by the Flaming C4 prevention script.
TimedC4LimitMessage = You placed too many Timed C4 on empty vehicle(s), your last one has been disarmed.
RemoteC4LimitMessage = You placed too many Remote C4 on empty vehicle(s), your last one has been disarmed.
TimedC4StackedMessage = Your last Timed C4 has been disarmed, please don't place C4 on top of each other.
RemoteC4StackedMessage = Your last Remote C4 has been disarmed, please don't place C4 on top of each other.

;How many Timed C4 are allowed to be attached to empty vehicles per player?
TimedC4Limit = 3

;How many Remote C4 are allowed to be attached to empty vehicles per player?
RemoteC4Limit = 6

;Total Timed C4 that are allowed to be stacked (i.e. placed on top another C4) per player
TimedC4Stacked = 2

;Total Remote C4 that are allowed to be stacked per player
RemoteC4Stacked = 2

;How long to wait in secs after C4 creation before activating the flaming c4 check
ActivationWaitTime = 2

File Attachments
1) Flaming C4 Prevention SSGM 4.0 Plugin v4.zip, downloaded

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Fri, 09 Mar 2012 04:26:29 GMT
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Nice, the only thing I don't like is that it also disarms the Proximity C4s you've placed on the base. So if you're the base miner of like 40 mines, and you flame c4 your vehicle, all your mines are gone.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Fri, 09 Mar 2012 07:22:54 GMT
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Xpert wrote on Thu, 08 March 2012 21:26Nice, the only thing I don't like is that it also disarms the Proximity C4s you've placed on the base. So if you're the base miner of like 40 mines, and you flame c4 your vehicle, all your mines are gone.
That shouldn't happen, I'll look into it. Thanks for reporting.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Fri, 09 Mar 2012 17:21:33 GMT
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I can't reproduce it, the only thing I notice is that if you're on the mine limit and you place a Proxy C4 on your Buggy, one of your mines will be disarmed because of the limit and two seconds later the Proxy on the Buggy will be disarmed, but not all the mines you laid.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Fri, 09 Mar 2012 20:14:41 GMT
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That's weird. I can't do it either LOL. Maybe something else did it.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Fri, 09 Mar 2012 20:24:36 GMT
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Alright, tell me if it happens again.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by halo2pac on Sat, 10 Mar 2012 01:38:01 GMT
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BOOOO!!! HISSSS!!! BOOO!!!

Flaming vehicles are a legitimate strategy!

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Intradox on Sat, 10 Mar 2012 03:06:58 GMT
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halo2pac wrote on Fri, 09 March 2012 18:38BOOOO!!! HISSSS!!! BOOO!!!

Flaming vehicles are a legitimate strategy!

Yeah if you suck.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Generalcamo on Sun, 11 Mar 2012 17:11:16 GMT
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You might want to allow us to choose which vehicles can have flaming C4.

You might want to add support for something like this:
exceptions:
GDI_MAMMOTH_TANK
REMOTE C4 ALLOWED: 5

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Fri, 16 Mar 2012 05:24:01 GMT
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Found a little issue. If you toss a c4 on your own purchase terminal, it gets auto-disarmed. Which sucks because if you're trying to save your AGT on Field and there's a bunch of techs in your AGT and you toss a remote to kill them, what if it lands on the PT and it disarms

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Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Fri, 16 Mar 2012 13:18:31 GMT
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Xpert wrote on Thu, 15 March 2012 22:24Found a little issue. If you toss a c4 on your own purchase terminal, it gets auto-disarmed. Which sucks because if you're trying to save your AGT on Field and there's a bunch of techs in your AGT and you toss a remote to kill them, what if it lands on the PT and it disarms
Nice catch, I'll add code to do an exception for PTs, please report any further issues.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Fri, 16 Mar 2012 16:27:41 GMT
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Uploaded a new version with a fix for this.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Sat, 09 Jun 2012 20:03:11 GMT
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Uploaded the plugin to Beta 5. I haven't tested it but it should work. All I did was change things like Is_C4 to As_C4GameObj() so that it accepts it.

EDIT: Removed file. Look at Iran's first post.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Sat, 09 Jun 2012 20:09:35 GMT
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Thanks! I'll update the source code once I stop being a lazy fuck.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by eatcow0 on Fri, 15 Jun 2012 04:31:57 GMT
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I was runing this and it kept crashing the server on Cairo with no other plugins running. Just a fyi

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Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Distrbd21 on Fri, 15 Jun 2012 05:08:10 GMT
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eatcow0 wrote on Thu, 14 June 2012 23:31I was runing this and it kept crashing the server on Cairo with no other plugins running. Just a fyi

I will wait to take a crack at this, because xpret already tried to update it, so I will give him a chance to fix it before I take a look at it.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Sun, 24 Jun 2012 02:47:23 GMT
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Try this.

EDIT: Removed file. Look at Iran's first post.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by YesNoMayb on Mon, 25 Jun 2012 00:49:29 GMT
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I was just reading the first little bit of the topic post. This could be excellent if put on Jelly. There are still people who use flaming units and this would stop them from doing it.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Mon, 25 Jun 2012 07:53:01 GMT
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YesNoMayb wrote on Sun, 24 June 2012 20:49I was just reading the first little bit of the topic post. This could be excellent if put on Jelly. There are still people who use flaming units and this would stop them from doing it.

Soon.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Mon, 25 Jun 2012 10:05:50 GMT
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u should make it so PPAGE sends out a custom coloured message + another sound (that isn't the page sound) if you run custom scripts because 95% of the time the bot is PPAGE'ing me to tell to me that some faggot team donated me 50 credits

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Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by eatcow0 on Mon, 25 Jun 2012 14:28:31 GMT
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Xpert wrote on Sat, 23 June 2012 19:47Try this.

thanks!!!!

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Tue, 03 Jul 2012 11:36:13 GMT
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Updated with a new version with updated source.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by iRANian on Sat, 14 Jul 2012 16:22:10 GMT
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Uploaded v4, it fixes a crashing bug that I debugged based on a crashdump that Anomiski
provided. I don't know how to reproduce the crash itself but I do know it crashed because I didn't
handle a null pointer.

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Lazy5686 on Tue, 24 Jul 2012 23:36:21 GMT
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This plugin MAY be causing crashes. We had it disabled for a few days then turned it back on and
had a crash within the hour. Then another crash, and another...
Disabled it and haven't had one for the rest of the day.

Weird thing is that Iran says it is crashing in TT.dll

Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Gen_Blacky on Tue, 24 Jul 2012 23:40:41 GMT
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Their are a few things causing crashes in tt.dll. That I have noticed.