Subject: [SSGM 4.0 Plugin] Protect Console Command
Posted by iRANian on Mon, 07 May 2012 14:52:43 GMT
View Forum Message <> Reply to Message

A simple plugin that adds the following two console commands:

PROTECTPLAYER <ID> - Makes a player unkillable until they respawn.
UNPROTECTPLAYER <ID> - Makes a player killable again.

Found this while going through all the crap I wrote for Renegade, seems like I forgot to release this one.

To install place 'ProtectConsoleCommand.dll' inside your root FDS folder and add an entry for it under the [Plugins] section in SSGM.ini.

You can contact me on renforums.com under the nick 'iRANian'.

File Attachments
1) Protect Console Command SSGM 4.0 Plugin v2.zip, downloaded 313 times

Subject: Re: [SSGM 4.0 Plugin] Protect Console Command
Posted by T0RN on Mon, 07 May 2012 16:54:30 GMT
View Forum Message <> Reply to Message

This will come in handy. Last week some mods were trying to test someone but he and I think they kept getting killed.

Subject: Re: [SSGM 4.0 Plugin] Protect Console Command
Posted by iRANian on Mon, 07 May 2012 17:26:53 GMT
View Forum Message <> Reply to Message

Haha, oh wow this took like 15 minutes to write. I assume there isn't a command to teleport a player to above your head either?

Subject: Re: [SSGM 4.0 Plugin] Protect Console Command
Posted by Sean on Mon, 07 May 2012 22:28:45 GMT
View Forum Message <> Reply to Message

Good job on another great plugin.

Subject: Re: [SSGM 4.0 Plugin] Protect Console Command

Posted by iRANian on Tue, 17 Jul 2012 08:10:15 GMT

View Forum Message <> Reply to Message

Uploaded v2, players no longer get points for damaging protected players.