Subject: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 08 Jul 2012 09:29:42 GMT

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Quote:
Created by Xpert from Jelly-Games
irc.jelly-server.com
www.jelly-server.com

DESCRIPTION
This was always in the earlier versions of SSGM before 4.0, but it didn't work
correctly because of incorrect IF statements in the code. This plugin will enable
the extra building report sounds that EVA says such as
"Structure health under 50 percent" and also "Warning - %buildingname destruction imminent".
In version 2, it will now report when a building has been repaired with
"%buildingname has been repaired."

It will also report to the SSGM Log Messages prefixed with _BUILDING and state
when a building is under attack like the early SSGM.

Example from my bot:
 <CloudyServ> The Nod Power Plant is under attack!
 <CloudyServ> The Nod Obelisk is under attack!

CHANGELOG

V1 - Release.
V2 - It will now read the building game object instead of the preset name.
   - Reports when a building has been repaired to that team.

File Attachments
1) SSGM_Plugin_BuildingHealthSounds.rar, downloaded 261 times

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by ExEric3 on Sun, 08 Jul 2012 16:07:40 GMT

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Xpert thanks for this plugin.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Ethenal on Sun, 08 Jul 2012 21:09:25 GMT
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Ohh this is actually quite nice Xpert, I'll probably find a use for this. Keep up with the good work!

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 20 Oct 2013 01:01:59 GMT
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I got bored so I updated this plugin.

I changed the method so that it reads building game object instead of the preset name since every fan map has different preset names.

I also added when a building gets repaired but that sound will only play for that team that owns the building.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by ExEric3 on Sun, 20 Oct 2013 01:22:38 GMT
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Xpert wrote on Sun, 20 October 2013 03:01I got bored so I updated this plugin.

I changed the method so that it reads building game object instead of the preset name since every fan map has different preset names.

I also added when a building gets repaired but that sound will only play for that team that owns the building.

Thanks. I will try it on DragonServ.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 20 Oct 2013 01:23:52 GMT
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ExEric3 wrote on Sat, 19 October 2013 21:22Xpert wrote on Sun, 20 October 2013 03:01I got bored so I updated this plugin.

I changed the method so that it reads building game object instead of the preset name since every fan map has different preset names.

I also added when a building gets repaired but that sound will only play for that team that owns the

building.

Thanks. I will try it on DragonServ.

Huh? Dragonade already has this implemented.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by ExEric3 on Sun, 20 Oct 2013 09:15:49 GMT
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Xpert wrote on Sun, 20 October 2013 03:23
Huh? Dragonade already has this implemented.

Are you sure? I don't get warning messages and sounds on Dragonade.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by Xpert on Sun, 20 Oct 2013 13:11:17 GMT
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ExEric3 wrote on Sun, 20 October 2013 05:15Xpert wrote on Sun, 20 October 2013 03:23
Huh? Dragonade already has this implemented.

Are you sure? I don't get warning messages and sounds on Dragonade.

LOL? Then you broke something. They already exist in Dragonade. See for yourself. Rencorner runs Dragonade. The building health sounds will play.

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by robbyke on Mon, 21 Oct 2013 18:42:02 GMT
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eh that just means they made a plugin for dragonade for that

Subject: Re: [SSGM 4.0 Plugin] Building Health Sounds
Posted by havoc9826 on Tue, 22 Oct 2013 03:02:28 GMT
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robbyke wrote on Mon, 21 October 2013 11:42eh that just means they made a plugin for dragonade for that

Nope, this was a feature in Dragonade back when it was running at Black-Cell, which was an even older version than the one Whitedragon publicly released.

See Post #1 and Post #2