Subject: Re: im doing a server side team deathmatch
Posted by Ma1kel on Fri, 25 Aug 2006 20:57:52 GMT

You could upgrade SSDM with SSAOW 1.5 code, then add some extra modes and you could edit maps SS so when for example Complex.mix (A) loads players can only acces the big tunnel system and when complex.mix (B) loads players can only acces one of the bases and a part of the field.

WD updated SSDM's code with SSAOW 1.5's and added some cool features for BC, orginally for the weekly game competition (although BC doesn't run this event anymore). Maybe you can ask if you could lend some of his code and make SSDM 1.5 of it.

Just some small suggestions. Succes!

EDIT: Link to SSDM;
http://www.renevo.com/downloads/ren/vloktboky/DMFiles.zip