
Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 22:43:27 GMT
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To add new flag positions to an SP map you need to make a section for that map in ssgm.ini, [M01.mix] for example. Then add a new class for the flag under that. It would look like:

```
[M01.mix]
CTF_C##_Name=name here
CTF_C##_CaptureLimit=5
CTF_C##_Enabled=1
CTF_C##_Reverse=0
CTF_C##_Team1_X=
CTF_C##_Team1_Y=
CTF_C##_Team1_Z=
CTF_C##_Team0_X=
CTF_C##_Team0_Y=
CTF_C##_Team0_Z=
```

being the number of the class, starting from 01.

To make a map use a different game mode just add "GameMode=#" to that map in the map specific section.
