
Subject: Server Side Hunt The Player

Posted by [reborn](#) on Fri, 25 Jan 2008 11:30:15 GMT

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Many battles have been fought since Havok first waged his personal war against the Brotherhood. New ways of fighting have been devised deep inside Kane's most sacred temple.

A tiberian based mutagenic pathogen that threatens to kill the world has accidentally been released!

Quarrels have been set aside, blood oaths have been ignored and a treaty has been drawn, for now at least there is peace amongst GDI and Nod. The threat is set to go global and as such both factions are working together to contain the deadly virus.

You must collect vital DNA clues from the dead bodies of the infected hosts to ensure the continuation of life on Earth.

Collecting the DNA is hazardous, it will ensure your own demise, but it will also mean humanity is one step closer to salvation.

<http://www.game-maps.net/staff/reborn/htp.wmv>

Clients:

The game mode selects one player at the start of the map to become the infected player. This player gains points for every second he stays alive. This is the only way to gain points and therefore for him to win the game.

Everyone is able to kill each other, but your aim is to track the infected player and become infected yourself. Players with scripts.dll installed will have the the infected player or the dropped DNA strand shown on their radar.

Server Owners:

The game mode supports the following maps: C&C_Volcano, C&C_Islands, C&C_Complex, C&C_Mesa, C&C_Canyon, C&C_Under, m01, m03, m05, m07, m02, m06 and m08.

Map names are case sensitive in svrcfg_cnc.ini, so don't screw that up or it will not work properly.

MapName00=C&C_Volcano.mix

MapName01=C&C_Islands.mix

MapName02=C&C_Complex.mix

MapName03=C&C_Mesa.mix

MapName04=C&C_Canyon.mix

MapName05=C&C_Field.mix

MapName06=C&C_Under.mix

MapName07=M01.mix

MapName08=M03.mix

MapName09=M05.mix

MapName10=M07.mix

MapName11=M02.mix

MapName12=M06.mix

MapName13=M08.mix

The mode is based on SSGM, so any regulator that works for SSGM should also work on this.

You will need to set up an SSGM server, then replace the scripts.dll file with this one:

<http://www.game-maps.net/staff/reborn/htpwin32.zip>

You will need to patch your server.dat with this tool:

<http://www.game-maps.net/index.php?action=file&id=458>

You will need to edit your ssgm.ini file to make buildings invincible:

InvincibleBuildings=1

You will also need to change the radar mode in svrcfg_cnc.ini to read this:

RadarMode=2

Soldier spawn positions are now set by the servers scripts.dll, your level edit spawn positions for soldier will no longer be used.

All base defence, including mini guard towers and turrets are impossible to use.

Developers:

Source code is available in the download here:

<http://www.game-maps.net/staff/reborn/htpsource.zip>

The radar code is especially crappy, I was trying to find a nice way to make new players have the radar blip set for them, but attaching a timer to the object, updating the radar for the team every few seconds worked at the time and ended up staying. If anyone wants to re-write it to make it better then I am open to suggestions.

Also, if someone would like to spawn random power-up's and weapons over the map via the .dll then I would happily include that too. I just thought it was time to release a stable playable build. I do expect to release another version in time.

Anyone who does develop the mode is encouraged to share there work.

Also, anyone who wishes to get more spawn locations for the rest of the maps is encouraged to do so.

Special thanks goes out to (in no particular order) StealthEye, WhiteDragon, Vloktboky, Bololo and Roshambo.
