
Subject: Server Side Death Match

Posted by [reborn](#) on Fri, 15 Feb 2008 14:48:50 GMT

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This mode is not team death match, but rather free for all (true death match). The code is very much based on SHTTP, just slightly adapted to make it a little different.

Get an idea of the mode by watching this video:

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

Here are some screen shots:

Clients:

There is no need for you to have any special scripts.dll installed on your client, this will work regardless with no special advantage for people that do. Your only concern is to kill as many people as possible as quickly as possible.

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/DMwin32.zip>

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

Well, you don't have to, it's just better if you do.

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/DMSource.zip>

I am currently looking for someone to either use level edit and make some power-up spawners all over the supported maps, or preferably someone to make a POW spawn manager for the supported maps, placing them at random locations from an array or something. This isn't a sob story, I just don't think I have time to do it, and the mode could really do with some random stuff added.

This was the original intention of vloktboky and I believe he is right.

If no one wants to help then I will release an updated version myself at some point, but I have no idea when as I am trying to do alot of different things at once. So please help.

Special thanks to vloktboky for the original idea and initial release of the almost completed mode all those years ago. Whitedragon for SSGM and game-maps.net for hosting. Plus the people that helped make the video (strike).
