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Subject: Re: Server Side Death Match

Posted by [reborn](#) on Wed, 20 Feb 2008 12:04:53 GMT

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EA-DamageEverything wrote on Wed, 20 February 2008 06:49The neutral Team is the easiest way to get all players marked as an Enemy. There is nothing wrong about it.

Reborn, I like your Stuff, but there is a question left: In your video, you fought only as a Minigunner. Can the players just use the PTs when being on the neutral Team? May be a n00bish question, but I didn't figure this out yet. I played SSHTP, but was too busy avoiding being killed by other stupid players so I couldn't find out...

I mean, DM with Minigunners only will get players bored soon. Nevertheless, I'll run a WOL FDS with this today.

No, they cannot use the purchase terminals.

Yes, it's just mini-gunners. I was hoping to get some feed-back with people willing to either make a POW spawn manager or level edit mods to maps for power-up's, granting different weapons and such.

It is possible to make a random character spawn, I might make one, but exclude the hero class characters.

Glad you like it

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