
Subject: Re: Server Side Death Match

Posted by [reborn](#) on Thu, 21 Feb 2008 11:57:40 GMT

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EA-DamageEverything wrote on Wed, 20 February 2008 21:39: OK, I played it and found out something interesting:

Gamemode=5

InvincibleBuildings=1 (works)

Disable<Building Type>=switched off RepPads, CommCenters and BaseDefense: HoN+Barr still alive -the rest doesn't affect my Reticle at all.

Disable<Building Type>=deactivated ALL listed there but HoN+Barr are still alive...?

EnableDropWeapons=1 (they will be dropped, but cannot get picked up...?)

EnableSpawnWeapons=1 (they cannot get picked up)

EnableSpawnWeapons=0 (now the old script from svrcfg_cnc.ini is active again, because the ssgm script isn't blocked by Reborns script anymore -and hey! it works!)

SpawnChar0=CnC_GDI_Grenadier_2SF (Patch -doesn't work)

SpawnChar1=CnC_Nod_RocketSoldier_2SF (BH LCG -the same here)

EnableInfiniteAmmo=1 (yeah, works)

CharacterCrate=100 (nope, Crates are functionally disabled)

WeaponStart= (works fine, changed the 1 TimedC4 into 2 RemoteC4)

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So my dirty Workaround with alternative SpawnChars didn't work. The CharacterCrate was meant to bypass the problem with the PTs a bit -but didn't work. Dropped Weapons from fallen Soldiers can be switched off since I wasn't able to pick them up.

So I think there should be some changes or a massive Amount of additional scripts around this DM Mod.

What about implementing a Career mode? Every 10 Kills, the player spawns as a better Unit. From Minigunner -> Chaingunner -> Patch -> Mendoza -> PIC Sydney for Example.

The mode is based on SSGM but was never ever meant to replace SSGM's functionality, it was just the easiest thing to use as a building block. Trying to use it with other game modes other than 1 isn't really recommended as I basically butchered the hell out of SSGM to make this one mode work.

I hard coded the mode to set the health of all the other buildings you normally find in the maps to 0. This is totally independant from any game-mode that has been selected. Basically I butchered the disable building settings. Not that I see it as a really bad thing tbh, I never meant the mode to be used in a ctf server or whatever, so it suits...

Drop weapons cannot be picked up because you are a soldier with infinite ammo, killing another soldier would drop a rifle, and seeing as you have infinite ammo you cannot pick it up. Technically it does work, if you was to get a patch in there and kill him, and he dropped a flechet rifle then you would pick it up, np.

Any team other than Nod or GDI cannot use the crates, so that wouldn't of worked. Even if they could pick up the crates then the character crate would deffinatly not work. There is code in the mode that basically says when a character is created "if you not team -1, then i'm gonna make

you team -1", and since there is actually no preset that by default is team -1 it isn't going to work. This is also the reason why your other attempts to make a different character exist in the server failed (they are all teamed incorrectly).

If I have time I will make a spawn character setting for the mode, or perhaps a random spawn character feature. However cnc_reborn is fast approaching and I really move towards that.

I think you're looking at the mode the wrong way really. Rather than being another game-mode that SSGM supports, it is just one game-mode in itself. It is what it is at the end of the day.. I'm no-where near the legues of WhiteDragon, and nor do I pretend to be. Even if I was as good, I wouldn't assume to make a new SSGM which supports new game-modes. SSGM is his. To be honest it's cheeky enough basing the modes on his SSGM, let alone trying to replace it. Having said this, it would make me very happy to see whitedragon take the two recently released modes and add them as two more modes for SSGM, that would be pretty nice.
