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Subject: Re: Server Side Death Match

Posted by [EA-DamageEverything](#) on Thu, 21 Feb 2008 13:15:25 GMT

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Now I understand more. My post wasn't meant as an offense, I basically tried to bypass some limitations I saw. Now I know a lot more thanks to you!

I took Gamemode 5 in order to save disabling the Vehicle Factories along with disabling the Beacons and the other Stuff. I mean, with SSGM, it's easy to set up a Team DM Server, but not a good pure DM mode which yours is. The main Advantage I see is the builtin Objective plus the Announcements where the players can read what to do.

I didn't know that Crates are bound to the normal C&C Teams, I'm sorry. I took infinite Ammo because the players aren't able to refill anywhere and secondly it makes Sense in a DM Server.

nvm, here are a few Screeners with picked Weapons, the Radar showing Enemy etc.

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### File Attachments

1) [ssdm-1.jpg](#), downloaded 4102 times



2) [ssdm-2.jpg](#), downloaded 4121 times



3) [ssdm-3.jpg](#), downloaded 4170 times

