Subject: Making Serverside M0-M13.mix maps
Posted by Alkaline on Wed, 14 Jul 2004 16:11:46 GMT
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I think people should look into this, already xptek made m01.mix which I'm hosting on 2 servers. Its a fun little map that includes pts and a ref + bar/hand for both teams.

The objective is to beacon the ped.

THe beauty about this map is that no one has to download it, its a complete server-side mod.

I'm wondering if more people will experiment with some server-side mods for the original single player missions

they would make great CTF and deathmatch maps. Heck even an assualt type map. AOW could be done also I heard...not sure how that will work though.

Subject: Making Serverside M0-M13.mix maps
Posted by Naamloos on Wed, 14 Jul 2004 19:28:31 GMT
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There is a server (sometimes 2) in the EU server that uses SP maps that way. It`s fun... but gets boring if it`s used wrong.

I think the owner of the server is someone named "zunnie", i think.

Subject: Making Serverside M0-M13.mix maps
Posted by Fabian on Wed, 14 Jul 2004 19:35:12 GMT
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the first level is small enought that it wont get too boring. for most of the others, you need to constrict it to a small portion of the map. I don't know if that's possible with scripts alone...

Subject: Making Serverside M0-M13.mix maps
Posted by Nightma12 on Wed, 14 Jul 2004 20:17:58 GMT
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M13 is the first leval not M01 :rolleyes:

ON TOPIC: sounds pretty cool but i still perfer co op

Subject: Making Serverside M0-M13.mix maps

Posted by Fabian on Wed, 14 Jul 2004 20:22:31 GMT
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Where did i say that M01 was the first level?

Or is that directed towards Alkaline...

Subject: Making Serverside M0-M13.mix maps
Posted by WNxCABAL on Wed, 14 Jul 2004 23:45:42 GMT
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NaamloosThere is a server (sometimes 2) in the EU server that uses SP maps that way. It`s fun... but gets boring if it`s used wrong.

I think the owner of the server is someone named "zunnie", i think.

Yes, Its one of the SoQ (Source Of Quality) servers A.K.A Fanmaps

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Subject: Making Serverside M0-M13.mix maps
Posted by Alkaline on Thu, 15 Jul 2004 01:27:41 GMT
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SEALWhere did i say that M01 was the first level?

Or is that directed towards Alkaline...

nightma is just retarded that is all...

Subject: Making Serverside M0-M13.mix maps
Posted by Ty.m. on Thu, 15 Jul 2004 02:24:23 GMT
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I'm still working on them. I'm just finding something to do with them. CTF is a bitch to setup with them. Maybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

Subject: Making Serverside M0-M13.mix maps
Posted by Nightma12 on Thu, 15 Jul 2004 07:05:29 GMT
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Quote:I think people should look into this, already xptek made m01.mix which I'm hosting on 2 servers. Its a fun little map that includes pts and a ref + bar/hand for both teams.

Quote:the first level is small enought that it wont get too boring. for most of the others, you need to constrict it to a small portion of the map. I don't know if that's possible with scripts alone...

now, lets stop this b4 a flame war erupts like last time

Subject: Making Serverside M0-M13.mix maps
Posted by Alkaline on Fri, 16 Jul 2004 16:47:31 GMT
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Ty.m.I'm still working on them. I'm just finding something to do with them. CTF is a bitch to setup with them. Maybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

ctf script requires the GDI barracks id to work .
wish It used the nod side because a lot of the maps have a the hand of nod. or other nod structures.

b.t.w Titan was able to make an aow conversion, using M08 (prison camp) where destruction of the helipad meant victory for gdi.

Subject: Making Serverside M0-M13.mix maps
Posted by Fabian on Fri, 16 Jul 2004 21:54:46 GMT
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Nightma14Quote:I think people should look into this, already xptek made m01.mix which I'm hosting on 2 servers. Its a fun little map that includes pts and a ref + bar/hand for both teams.

Quote:the first level is small enought that it wont get too boring. for most of the others, you need to constrict it to a small portion of the map. I don't know if that's possible with scripts alone...

now, lets stop this b4 a flame war erupts like last time

My post was never meant to be a direct response to the former. It was just a generic statement about SP levels being played on MP. Sorry for the misunderstanding

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Subject: Making Serverside M0-M13.mix maps
Posted by {DG}Stryder on Thu, 22 Jul 2004 05:07:26 GMT
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Can't you just create the GDI Barracks controller and get the ID of it? Then use that in server2.ini of SSAOW.

PS: I found this topic when I was searching the forums for a possible "How to" or tutorial on how

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to get the server side single player maps to work properly. Yes, I have deleted the bot spawners and added PTs, player spawners, refinery controllers, barracks/hon controllers so you can have an income and purchase non-basic infantry. I don't know what I'm doing wrong, but when I host it on my dedicated server on LAN, I can't join the game to test it because the text is grayed out.

Subject: Making Serverside M0-M13.mix maps
Posted by {DG}Stryder on Thu, 22 Jul 2004 05:10:18 GMT
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Can't you just create the GDI Barracks controller and get the ID of it? Then use that in server2.ini of SSAOW.

Subject: Making Serverside M0-M13.mix maps
Posted by vloktboky on Fri, 23 Jul 2004 18:12:01 GMT
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{DG}StryderI don't know what I'm doing wrong, but when I host it on my dedicated server on LAN, I can't join the game to test it because the text is grayed out.

You added to the map, so the client doesn't have the same map anymore.

SEALthe first level is small enought that it wont get too boring. for most of the others, you need to constrict it to a small portion of the map. I don't know if that's possible with scripts alone...

Very possible, just look for the one SP map I have running on our server-side deathmatch server. It uses the laser fence objects to block certain paths from being taken, and all the manual spawn points are located within the inclosed area.

xptekMaybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

When all the mods get ported to one whole mod, it will have this option.

Subject: Making Serverside M0-M13.mix maps
Posted by xptek_disabled on Fri, 23 Jul 2004 18:15:00 GMT
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vloktbokyxptekMaybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

When all the mods get ported to one whole mod, it will have this option.

Great, thanks.