
Subject: game mode

Posted by [dARTH3369](#) on Fri, 28 Dec 2007 03:37:40 GMT

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how do i get aow on say islands and ctf on m01 useing ssgm

Subject: Re: game mode

Posted by [Ethenal](#) on Fri, 28 Dec 2007 03:38:55 GMT

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AOW/CCM is on all default maps... if you didn't know that, good luck running a server.

Subject: Re: game mode

Posted by [dARTH3369](#) on Fri, 28 Dec 2007 03:43:42 GMT

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ik that what im saying is how do i run islands in aow mode and the next map be m01 and run in ctf mode. iv seen it dun

Subject: Re: game mode

Posted by [Veyrdite](#) on Fri, 28 Dec 2007 03:46:54 GMT

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you can use the same command you use for the entire server under the map settings for that map (in ssgm.ini i think)

Subject: Re: game mode

Posted by [dARTH3369](#) on Fri, 28 Dec 2007 03:53:50 GMT

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; As of 1.4, almost all settings in the General section can now be used here, this allows you to change settings for a
; certain map only. For example you could put GameMode=1 in [General], then GameMode=5 in [C&C_Islands.mix].
; Doing that would make it AOW on all maps except for Islands, where it would switch to Infantry Only

[MO1.mix]

GameMode=2 <----i did what it said to do but its not working

WeatherType=Rain

CTF_C01_Name=SP CTF

CTF_C01_CaptureLimit=5

CTF_C01_Enabled=1
CTF_C01_Reverse=0
CTF_C01_Team1_X=-137.820
CTF_C01_Team1_Y=330.407
CTF_C01_Team1_Z=8.066
CTF_C01_Team0_X=-145.801
CTF_C01_Team0_Y=549.184
CTF_C01_Team0_Z=4.240

Subject: Re: game mode
Posted by [cpjok](#) on Fri, 28 Dec 2007 04:21:48 GMT
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idk me bt the Storm Server hasit you should try and ask the Storm Server Owner

Subject: Re: game mode
Posted by [Whitedragon](#) on Fri, 28 Dec 2007 04:31:14 GMT
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The map's name is M01.mix, not MO1.mix.
