
Subject: Server Side Death Match

Posted by [reborn](#) on Fri, 15 Feb 2008 14:48:50 GMT

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This mode is not team death match, but rather free for all (true death match). The code is very much based on SHTTP, just slightly adapted to make it a little different.

Get an idea of the mode by watching this video:

<http://www.game-maps.net/staff/reborn/deatmatch.wmv>

Here are some screen shots:

Clients:

There is no need for you to have any special scripts.dll installed on your client, this will work regardless with no special advantage for people that do. Your only concern is to kill as many people as possible as quickly as possible.

Server Owners:

The game mode supports the following maps: C&C_Volcano, C&C_Islands, C&C_Complex, C&C_Mesa, C&C_Canyon, C&C_Under, m01, m03, m05, m07, m02, m06 and m08.

Map names are case sensitive in svrcfg_cnc.ini, so don't screw that up or it will not work properly.

MapName00=C&C_Volcano.mix

MapName01=C&C_Islands.mix

MapName02=C&C_Complex.mix

MapName03=C&C_Mesa.mix

MapName04=C&C_Canyon.mix

MapName05=C&C_Field.mix

MapName06=C&C_Under.mix

MapName07=M01.mix

MapName08=M03.mix

MapName09=M05.mix

MapName10=M07.mix

MapName11=M02.mix

MapName12=M06.mix

MapName13=M08.mix

The mode is based on SSGM, so any regulator that works for SSGM should also work on this.

You will need to set up an SSGM server, then replace the scripts.dll file with this one:

<http://www.game-maps.net/staff/reborn/DMwin32.zip>

You will need to edit your ssgm.ini file to make buildings invincible:

InvincibleBuildings=1

You will also need to change the radar mode in svrcfg_cnc.ini to read this:

RadarMode=2

Well, you don't have to, it's just better if you do.

Soldier spawn positions are now set by the servers scripts.dll, your level edit spawn positions for soldier will no longer be used.

All base defence, including mini guard towers and turrets are impossible to use.

Developers:

Source code is available in the download here:

<http://www.game-maps.net/staff/reborn/DMSource.zip>

I am currently looking for someone to either use level edit and make some power-up spawners all over the supported maps, or preferably someone to make a POW spawn manager for the supported maps, placing them at random locations from an array or something. This isn't a sob story, I just don't think I have time to do it, and the mode could really do with some random stuff added.

This was the original intention of vloknboky and I believe he is right.

If no one wants to help then I will release an updated version myself at some point, but I have no idea when as I am trying to do alot of different things at once. So please help.

Special thanks to vloknboky for the original idea and initial release of the almost completed mode all those years ago. Whitedragon for SSGM and game-maps.net for hosting. Plus the people that helped make the video (strike).

Subject: Re: Server Side Death Match

Posted by [cnc95fan](#) on Fri, 15 Feb 2008 15:03:53 GMT

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That looks cool, shame Renegade isn't the greatest at infantry maps...

Subject: Re: Server Side Death Match

Posted by [Lone0001](#) on Fri, 15 Feb 2008 16:59:12 GMT

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Looks fun

Subject: Re: Server Side Death Match

Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 17:38:21 GMT

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Nice! I always wanted to see a mode like this in Renegade. But (my opinion) the best would be snipe only for this server side mode.

Subject: Re: Server Side Death Match
Posted by [ExEric3](#) on Fri, 15 Feb 2008 20:52:19 GMT
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Good job.

Subject: Re: Server Side Death Match
Posted by [Xpert](#) on Sat, 16 Feb 2008 01:34:05 GMT
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I just don't like the fact it's on a neutral based team again like the SSHTP. End game screen looks stupid.

Subject: Re: Server Side Death Match
Posted by [EA-DamageEverything](#) on Wed, 20 Feb 2008 11:49:04 GMT
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The 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.

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.

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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

Subject: Re: Server Side Death Match

Posted by [Genesis2001](#) on Wed, 20 Feb 2008 20:02:21 GMT

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I can get you the source to zunnie's "z_powerup" script that he made for SSSCoOp when he was working on it. I'm in the progress of re-writing it though.

~Zack

Subject: Re: Server Side Death Match

Posted by [reborn](#) on Wed, 20 Feb 2008 20:08:34 GMT

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Zack wrote on Wed, 20 February 2008 15:02I can get you the source to zunnie's "z_powerup" script that he made for SSSCoOp when he was working on it. I'm in the progress of re-writing it though.

~Zack

I have the source code to all of Zunnies work, but I was thinking more of a pow_spawn_manager, similar to the actual spawn manager used in SSDM but rather for random POW's.

I guess I could be lazy and use the spawn locations that are already set up fo rhte player spawn positions.

Subject: Re: Server Side Death Match

Posted by [Genesis2001](#) on Wed, 20 Feb 2008 20:27:46 GMT

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I'll see if I can work something up

~Zack

Subject: Re: Server Side Death Match
Posted by [reborn](#) on Wed, 20 Feb 2008 20:37:39 GMT
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Cool

My initial idea, and one I quite like is to spawn those little signal flares, and attach a script to them. The script would choose one cinematic name at random from an array to play. The cinematics would be all set up to chin00k para drop a pow off. The idea of the array would be to have like 30 cinematic files it could play, meaning that the power-up spawns at a random location, and also plays a random cinematic that drops off a random pow. This would make it all quite random so people can't camp out POW area's and also make it more fun too I think.

Subject: Re: Server Side Death Match
Posted by [Lone0001](#) on Wed, 20 Feb 2008 21:02:15 GMT
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reborn wrote on Wed, 20 February 2008 06:04EA-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.

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

Glad you like it

You could make terminals that would just give you one character when you poke it I'm not suggesting making one for all but you could make them for some and place them around the map.

Subject: Re: Server Side Death Match
Posted by [EA-DamageEverything](#) on Thu, 21 Feb 2008 02:39:12 GMT

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)

=====

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

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 21:39OK, 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...?
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What about implementing a Careermode? 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.

Subject: Re: Server Side Death Match



3) [ssdm-3.jpg](#), downloaded 4564 times



Subject: Re: Server Side Death Match
Posted by [reborn](#) on Thu, 21 Feb 2008 13:58:22 GMT
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They're pretty cool

I did not take your criticism/questions as an offence. Sometimes I reply to answers without thinking about conveying my mood. I did not mean to come across as defensive, just responsive to the questions.

This is one of my many flaws, it is not intentional. But I can see why sometimes people might think I am being short or abrupt with them. It is not done deliberately.

I agree that the mode could do with more added to it. Better spawn POW's (this is something I want to do, and do well) and perhaps different characters. I will endeavour to release a new version of this sometime soon.

Subject: Re: Server Side Death Match

Posted by [renalpha](#) on Thu, 21 Feb 2008 14:45:12 GMT

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when you made this for renz0r the gameplay kinda sucked,
i would recommend this for mission maps to be honest.

the multiplayer maps are just way too big for this type

Subject: Re: Server Side Death Match

Posted by [reborn](#) on Thu, 21 Feb 2008 15:00:10 GMT

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renalpha wrote on Thu, 21 February 2008 09:45when you made this for renz0r the gameplay
kinda sucked,
i would recommend this for mission maps to be honest.

the multiplayer maps are just way too big for this type

The one I made for renz0r didn't actually work properly and had major bugs in it.
But yes, granted.. If you are playing this on a large map with only two people it would become
tiresome. But I guess the same can be said for most other modes too.

Subject: Re: Server Side Death Match

Posted by [EA-DamageEverything](#) on Thu, 21 Feb 2008 19:14:56 GMT

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My Server will run in a few minutes for the whole Evening then.

Servername= a0000HURE

Gamename= SSDM -new DM Mod!

32 Slots (yes I am capable of this, Inf only doesn't require that much BW)

No annoying Music, no funsounds, no weather: Players can concentrate on killing each other.
Nightregulator will be active.

I added tons of Weapons to the Character using the DefaultOther Setting. No Sniper Weapons, no
Volt Auto and no Railgun/PIC.

AFKkick is at 4 Minutes and you have to have a Minimum of 64KBits @Internetspeed.

Have Fun and tell others to join if they want to!

Subject: Re: Server Side Death Match

Posted by [wittebolx](#) on Fri, 22 Feb 2008 09:50:20 GMT

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hey reborn, i cant compile the source.

1>Finished searching libraries

1>dllmain.obj : error LNK2019: unresolved external symbol "int __cdecl __CxxSetUnhandledExceptionHandler(void)" (?__CxxSetUnhandledExceptionHandler@@YAHXZ) referenced in function _NotifyHookUnhandledExceptionHandler

1>scripts.dll : fatal error LNK1120: 1 unresolved externals

any idea what im missing?

Edit: nvm, i forgot to input: except.lib

Subject: Re: Server Side Death Match

Posted by [Goztow](#) on Fri, 22 Feb 2008 10:05:50 GMT

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Reborn, one of the extra characters in the game runs faster. Can't remember which one.

To avoid the problem of the big maps and to make the game play more fast paced, you could use this character only in DM.

Subject: Re: Server Side Death Match

Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:30:25 GMT

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Fast characters=more of a shoot-and-run game. (less realistic, unless you use higher-damage weapon than the auto-rifle)

Make it somehow optional.

And isn't it the prisoner preset that runs faster?

Subject: Re: Server Side Death Match

Posted by [havoc9826](#) on Sat, 23 Feb 2008 04:25:59 GMT

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The GDI and Nod Initiates run faster than normal units. The extras menu actually has the names mixed up, so to clarify: according to singleplayer, the Initiate is the one with 100h/100a and a Chem Sprayer, and the Acolyte than 150h/0a and a Tiberium Auto Rifle.

Edit: screenshots of the GDI and Nod Initates are attached. I'm not sure where/how Whitedragon found the GDI Initiate, since it's not normally accessible from the extras menu.

File Attachments

1) [Game 2005-12-03 21-00-53-84.jpg](#), downloaded 606 times



2) [Game 2008-02-22 20-41-43-00.jpg](#), downloaded 600 times



Subject: Re: Server Side Death Match
Posted by [EA-DamageEverything](#) on Sat, 23 Feb 2008 04:48:10 GMT
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The only Char who runs faster than the others is the Acolyte.

I mixed a complete Mod Package together in a Zip. Install it like SSGM, turn Gamelog ON of you're running Brenbot (it's off since I use NR for testing purposes) and start the Server.

Both sourcecodes are included (I removed the three big & IMHO unnecessary files from VC++ in the SSDM source to reduce filesize) as well as a readme written by me.

Would be nice to see this on one of the popular Servers. Unfortunately I don't have a Rootserver, I only have 1MBit Upload at home.

Here we go: Download temporarily removed due to Completion. The singleplayer maps will be added soon.
