
Subject: Team Deathmatch is here!

Posted by [General Havoc](#) on Tue, 12 Aug 2003 12:15:02 GMT

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I have successfully got the Team Deathmatch script working and in MIX format for the first time after many past attempts. This script is as it suggests a team deathmatch but it is a real deathmatch mode. Your team wins by the amount of kills they get and not points unless they fail to get a certain amount of kills within the time limit of the map.

I have made a test map that i'm hoping I can test with Beanyhead later to see if we can get the map working server side only meaning that you do not need the scripts.dll that confuses so many of you. Hopefully if it works, which i'm very certain it should the mode can then be implemented into maps quite easily.

If you have a Deathmatch map that you would like converted to this mode then you can ask me or Beany when I have explained to him how it works and eventually i'll write instructions on how to use it in a map. If you have ever worked with the CTF script then it should be easier for you to use although it is a little more complex than the CTF script.

For those of you who have worked with the CTF script you'll be happy to hear that you can combine these two modes together to make a CTF TDM mod in one map with not too much trouble.

Expect to see a working Team Deathmatch in Beany's MMN soon if he decides to convert some maps to use the script.

_General Havoc

Subject: Team Deathmatch is here!

Posted by [Majiin Vegeta](#) on Tue, 12 Aug 2003 12:36:26 GMT

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sweet!!! man

heh sniper matches in Deathmatch only.. would be fooking great

Subject: Team Deathmatch is here!

Posted by [Ugauga01](#) on Tue, 12 Aug 2003 21:01:21 GMT

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Great.

When do you public it??

Where can i download the CTF-Script+instructions???

Subject: Team Deathmatch is here!

Posted by [General Havoc](#) on Tue, 12 Aug 2003 21:24:12 GMT

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Well what i've done is got the script working in a test map to prove that the mode works and it has also been tested on a server without the client's having the dll. I haven't got an actual map that you can properly play on as a normal map but the test map is available from http://www.btinternet.com/~glenn_Hunt/CC_Team_DM.zip . You need the scripts version 1.2 to run the map on a server or singleplayer LAN.

I can convert maps to CTF or Team DM or you can make your own maps and add the mode to them yourself. You need to get a copy of the scripts.dll version 1.2 from <http://www.sourceforge.net/projects/rentools> then add the required scripts in Level Edit. Following the readme that comes with the scripts you should be able to get them working in a map.

I'm haven't got any tutorials written on these modes yet but the CTF one is pretty straightforward if you read the readme and this should help with the Team DM one here <http://www.renevo.com/forum/showthread.php?s=&threadid=329> .

Subject: Team Deathmatch is here!

Posted by [maytridy](#) on Tue, 12 Aug 2003 22:00:30 GMT

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Nice work, :bigups:

Subject: Team Deathmatch is here!

Posted by [Sk8rRIMuk](#) on Tue, 12 Aug 2003 23:36:09 GMT

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:bigups: Very Very Good General Havoc :bigups:

Subject: Team Deathmatch is here!

Posted by [Halo38](#) on Wed, 13 Aug 2003 15:33:28 GMT

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:bigups: :bigups: :bigups: :bigups: :bigups:

Edit: what about the 30 points for disarming C4??? or is only character kill points added to the total?

Subject: Team Deathmatch is here!

Posted by [Ugauga01](#) on Wed, 13 Aug 2003 16:11:19 GMT

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Disarming Mines is 40 Points.

But he said that it goes for kills and not for points. :rolleyes:

Subject: Team Deathmatch is here!

Posted by [General Havoc](#) on Wed, 13 Aug 2003 16:41:56 GMT

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Yeah counts your kills and not anything else. Another thing with the script is a "bug" that is really handy. If someone on your team goes AFK and they are spawned, if someone comes to the spawn area and attempts to spawn camp it won't add these kills to the teams total meaning spawn kills won't be registered towards the win total, which makes it a handy "bug".

I'm working on a fairly simple Team DM map of the Nod Communications centre. I know ACK has a version and it's great fun to play but i'm making a similar type of map but with the Team DM script and probably the CTF script if the Team DM one works well.

Subject: Team Deathmatch is here!

Posted by [Halo38](#) on Wed, 13 Aug 2003 20:01:54 GMT

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General HavocYeah counts your kills and not anything else. Another thing with the script is a "bug" that is really handy. If someone on your team goes AFK and they are spawned, if someone comes to the spawn area and attempts to spawn camp it won't add these kills to the teams total meaning spawn kills won't be registered towards the win total, which makes it a handy "bug".

I'm working on a fairly simple Team DM map of the Nod Communications centre. I know ACK has a version and it's great fun to play but i'm making a similar type of map but with the Team DM script and probably the CTF script if the Team DM one works well.

Cheers Havoc I forgot how the script was finally implemented

Ugauga01Disarming Mines is 40 Points.

It's 30 points.

Ugauga01But he said that it goes for kills and not for points. :rolleyes:

There are different ways to implement this type of system, don't be so narrow minded.

Congratulations on a pointless post

Subject: Team Deathmatch is here!
Posted by [Ugauga01](#) on Thu, 14 Aug 2003 00:51:09 GMT
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Halo:
When i disarm a C4 i get 40 Points.....

Subject: Team Deathmatch is here!
Posted by [Halo38](#) on Thu, 14 Aug 2003 03:08:56 GMT
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Then you are a lucky man, Because me and everyone else that plays the standard maps gets 30
Were being robbed!!!!

Subject: Team Deathmatch is here!
Posted by [Titan1x77](#) on Thu, 14 Aug 2003 05:49:43 GMT
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With the destroy building controller...what happens if you have 3 different controllers...can you make it so after 15 kills the PP go's then another 15 the Refinery goes...then another 15 the barracks goes and the team that destroys the last building(most kills) win's??

Subject: Team Deathmatch is here!
Posted by [Ugauga01](#) on Thu, 14 Aug 2003 07:18:26 GMT
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