Subject: Re: Server Side Death Match Posted by EA-DamageEverything on Thu, 21 Feb 2008 13:15:25 GMT

View Forum Message <> Reply to Message

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.

File Attachments

1) ssdm-1.jpg, downloaded 4191 times

Sud

Basishure
Rekrut

Euro: 0

2) ssdm-2.jpg, downloaded 4209 times

Ich habe fertig: 00:04:29



3) ssdm-3.jpg, downloaded 4255 times

