Subject: im doing a server side team deathmatch
Posted by futura83 on Fri, 25 Aug 2006 19:29:44 GMT
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in this dm, there will be 'bases' for each team where they spawn, and have a chance to use the special PTs i set up to change character.

the thing about these PTs is, it will be a PT where the PT is disabled, but it has had a pokeable script to it where you can change character. each team will have specific ones each level.

the bases will be secluded from entrance, and the only way in is to day and spawn there, and to exit, they will be teleported out.

in the field, there are special refill terminals which refill only ammo, and dont affect health at all.

at the moment, i have only done M01. NOD's 'base' is in the prison thing near the commcenter, and gdi's is at a penned off bit by the destroyed conyard. the battle takes place on the level at the place you receive a mammoth tank on the level in campaign. each team will be teleported to parts of that, which are protected by base defences to stop people teleport spawning.

the way the specific characters thing will work is, on the level, M01, gdi get to choose between Logan, patch, gunner and hotwire, and nod choose between a stealth black hand(unstealthed and given a tiberium flechette gun), a black hand sniper, a technician, and the black hand laser chain gunner.

on other levels, where i decide to put vehicles spawners, i will allow access to stronger infantry and on levels where it is infantry only, there will be only lower infantry.

so then, how does it sound?

Subject: Re: im doing a server side team deathmatch
Posted by Ma1kel on Fri, 25 Aug 2006 20:57:52 GMT
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You could upgrade SSDM with SSAOW 1.5 code, then add some extra modes and you could edit maps SS so when for example Complex.mix (A) loads players can only acces the big tunnel system and when complex.mix (B) loads players can only acces one of the bases and a part of the field.

WD updated SSDM's code with SSAOW 1.5's and added some cool features for BC, orginally for the weekly game competition (although BC doesn't run this event anymore). Maybe you can ask if you could lend some of his code and make SSDM 1.5 of it.

Just some small suggestions. Succes!

EDIT: Link to SSDM;

http://www.renevo.com/downloads/ren/vloktboky/DMFiles.zip

Subject: Re: im doing a server side team deathmatch
Posted by futura83 on Fri, 25 Aug 2006 21:13:27 GMT
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i wouldnt have a clue how to do that - but i'd be perfectly willing to learn.

Subject: Re: im doing a server side team deathmatch
Posted by LR01 on Sat, 26 Aug 2006 07:17:15 GMT
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doesn't poke require the client to have the script to?

Subject: Re: im doing a server side team deathmatch
Posted by Ma1kel on Sat, 26 Aug 2006 15:05:03 GMT
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Then how would you want to make a serverside Death Match?

Subject: Re: im doing a server side team deathmatch
Posted by LR01 on Sun, 27 Aug 2006 09:04:17 GMT
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simple, no building, extra spawners and spawnpoints

Subject: Re: im doing a server side team deathmatch
Posted by Tunaman on Sun, 27 Aug 2006 09:54:25 GMT
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Uhh.. I'm pretty sure stealth is client-sided.. ;\