
Subject: Different questions about additional Things for Win32 FDS
Posted by [EA-DamageEverything](#) on Fri, 04 Mar 2005 08:59:59 GMT
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I am have set up FDS and have the UDP Crash fix, some other stuff like SS-CP1.3, all is set up right, BrenBot works fine,but=

I miss the 30 seconds Countdown for the last 30 seconds of the game (I heard that in a server weeks ago)...

and I want to implement these sound: !smile !tt !nuke.....

I use them often on the DT servers. A few days ago I asked a DT-member who was on IRC at this moment, if he can teach me where to get those sounds and how to manage them on a FDS. The guy on IRC said, he is the admin, but he doesn't know how it goes. Either he is too dumb to manage a server right, or he didn't want to say it or a friend of him has set up the server and he is a lier who is only on IRC present...

You all out there can you tell me something new about the sounds? where can i get the tutorial (or anything else I need) to activate them?

A few days ago, I wrote to Zunnie, how it goes that I can play on the FM2(Fanmaps rotation) alone without having the "Gameplay pending" screen. He wrote back, it was a trick made by v00d00 AFAIK. I'd like to know that please, it's useful.

Finally, I have the complete Dragonade Source Code. I found several topics about this on <http://www.renevo.com> (Forums) but noone posted a tutorial or something like that. All I know now is that I must edit much of this stuff with LevelEdit or take the scripts to compile new DLLs with. Unfortunately I haven't learn to work with C++ or VisualStudio. Who has a good knowledge to teach me to get this running? I learned a lot about administrating a FDS the last 2 weeks but the the Dragonade is an unexplored Area for me...

Now something new: I'm working on several reference files. Zunnie has made a great work with his server2.ini, I am working on the donate.cfg and on the minelimit.cfg. I will fill in the Information for ALL available maps which can be downloaded at the moment. I have over 280 maps, so both files will become big as you all can imagine (you can edit the minelimit individually, but it would last looong). I will also edit the server2.ini with ALL the maps (Weather, DropWeapons, DefaultEngl), but I have no skills in Leveledit/gmax, so the coordinates must be filled in by Zunnie again . The current time where donating is not active is 4 minutes.

BTW: I translate the CFGs, BRFs and the INIs into german. The whole work will be finished next weekend. Then I can sent them out as 2 different ZIPs (1german and 1english).
