
Subject: Re: C++ help

Posted by [EA-DamageEverything](#) on Thu, 27 Mar 2008 02:53:31 GMT

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OK here is a quick and dirty example of the ssgm.inis' superpower=

; [MapName]

;

; As of 1.4, almost all settings in the General section can now be used here, this allows you to change settings for a

; certain map only. For example you could put GameMode=1 in [General], then GameMode=5 in [C&C_Islands.mix].

; Doing that would make it AOW on all maps except for Islands, where it would switch to Infantry Only.

; See the General section for explanations of all the settings.

; The following settings will not work here: DDEName, FDSLogRoot, EnableLog, EchoLog, EnableGameLog, EnableNewGamelog,

; GamelogArchiveLogfiles, and WriteGamelogtoSSGMlog.

; Warning: Do not touch the RVC and CTF entries unless you know exactly what you're doing.

[C&C_Walls.mix]

GameMode=2

ObjectsFile=ctf

EnableReverseCTF=0

WeatherType=Ash

SpawnChar0=CnC_Nod_Engineer_0

SpawnChar1=CnC_GDI_Engineer_0

EnableDropWeapons=0

EnableSpawnWeapons=0

DisableBaseDefenses=1

DisableList=Extras

InvincibleBuildings=1

EnableCrates=0

CTF_C03_Name=Tunnel Wars

CTF_C03_CaptureLimit=4

CTF_C03_Enabled=1

CTF_C03_Reverse=0

CTF_C03_Team1_X=-2.538

CTF_C03_Team1_Y=-119.887

CTF_C03_Team1_Z=-10.006

CTF_C03_Team0_X=-2.701

CTF_C03_Team0_Y=115.193

CTF_C03_Team0_Z=-9.852

[C&C_Walls_Flying.mix]

GameMode=5

ObjectsFile=inf

WeatherType=Rain
SpawnChar0=CnC_Nod_Minigunner_0
SpawnChar1=CnC_GDI_Minigunner_0
EnableDropWeapons=1
EnableSpawnWeapons=0
DisableList=Snipers
DisableBeacons=1

[C&C_Mesa.mix]
GameMode=4
ObjectsFile=snp
EnableWeather=0
DisableList=Extras
BlockCombatRefills=1
RefillTime=120

[C&C_Glacier_Flying.mix]
ObjectsFile=aow
EnableWeather=0
SpawnChar0=CnC_Nod_Flamethrower_0
SpawnChar1=CnC_GDI_Rocketsoldier_0
EnableDropWeapons=0
EnableSpawnWeapons=1
DisableBaseDefenses=1
DisableList=Snipers

GDIRVC_X=52.584122
GDIRVC_Y=-94.876297
GDIRVC_Z=1.105895
GDIRVC_Face=33.724937
GDIRVCP_X=33.475666
GDIRVCP_Y=-107.598297
GDIRVCP_Z=1.105895
GDIRVCP_Face=33.773483
NodRVC_X=-143.889099
NodRVC_Y=79.443176
NodRVC_Z=1.105895
NodRVC_Face=-28.448231
NodRVCP_X=-151.296158
NodRVCP_Y=90.255882
NodRVCP_Z=1.105895
NodRVCP_Face=-46.934597

So every map can have its own spawn chars, gamemode and stuff. As you can see, for a CTF game, you won't need the RVCs. For an AOW game, you won't need any CTF entries and so on.

With SSGM, you can have CCM (AOW), Snipe, Infantry only and CTF mixed up in one server. Every map can have its own objects file.

If you have selected GameMode=1 in [General] and there isn't an entry in the map specific line, it will default to the mode chosen above. Therefore, Glacier is an AOW game here.

Understood?
