
Subject: Team Deathmatch is here!

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

[View Forum Message](#) <> [Reply to Message](#)

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 haveing 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 straightfoward 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> .
