
Subject: Re: Multi Modded Map Loader?

Posted by [reborn](#) on Tue, 06 Apr 2010 12:50:08 GMT

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TNaismith wrote on Tue, 06 April 2010 08:31

So to clarify, are you planning to release a script of some sort, or an actual .pkg of your previous work from a long time ago -- to show others how the folder structure would work? I'm not quite sure what your referring to.

I would release Two very very simplistic modified versions of Complex to illustrate how to set it up, and that it infact works.

The code thata ctually makes the changes would be in the form of a SSGM plug-in, and it would be open-source.

TNaismith wrote on Tue, 06 April 2010 08:31

to further clarify, if one wanted to have the 'same' versions of map on a server rotation, can't you just re-name each file, so that you could have something like; Map01_Part1, Map01_Part2, Map01_Part3...etc?

It would be possible for them to dump them all like that in the data folder like that if I could be bothered to start formatting the file names and stuff, but it makes it easier for me (and I am fairly lazy and also strapped for time) to create a folder structure and copy the files. There's less room for error this way too. It would be a simple CopyFile() rather than messing around with strings...

TNaismith wrote on Tue, 06 April 2010 08:31

Lastly would the script/what your talking about work something like this;

- A) Players finish Map01_Part1_Easy
- B) Server takes script and triggers a higher difficulty map
- C) Players instead of advancing to Map01_Part2_Easy, advance(load) Map01_Part2_Hard

Someone could modify the plugin to do that, I cannot know what the objective of the map coop map is for the plugin to say whether the map difficulty gets harder or not (unless it is a simple case of win conditions).

The primary goal is to enable several version of the map to be played in One server. Once this is done, I might consider extending it to the sort of thing you're talking about.

I am glad the idea is liked.
