
Subject: FDS

Posted by [xcmdrxxx](#) on Tue, 04 Mar 2008 19:03:00 GMT

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I have a quick question.

How do I make my FDS a sniping server instead of AOW?

Subject: Re: FDS

Posted by [Genesis2001](#) on Tue, 04 Mar 2008 19:44:12 GMT

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Download SSGM. Set GameMode to either 3 or 4.

~Zack

Subject: Re: FDS

Posted by [Goonhaven](#) on Sat, 08 Mar 2008 23:16:39 GMT

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How do you make it into sniping mode for a specific map only? (and AOW for the rest)

Subject: Re: FDS

Posted by [ExEric3](#) on Sun, 09 Mar 2008 01:26:08 GMT

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Define gametype in map section (ssgm.ini under Crates definition) and comment gametype in general section.

Subject: Re: FDS

Posted by [Goonhaven](#) on Sun, 09 Mar 2008 14:53:23 GMT

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ExEric3 wrote on Sat, 08 March 2008 19:26 Define gametype in map section (ssgm.ini under Crates definition) and comment gametype in general section.

So (for example) if I wanted to make it sniping mode on C&C Field.mix I'd add [C&C_Field.mix]GameMode=3 underneath GameMode=1 in the General section and add GameMode=3 underneath [C&C_Field.mix] and before WeatherType=Rain in the maps section, yes?

OR do you mean put "GameMode=3 in [C&C_Field.mix]" underneath the GameMode in the general section?

If this isn't true then you didn't explain it very clearly..

Subject: Re: FDS

Posted by [ExEric3](#) on Sun, 09 Mar 2008 19:29:54 GMT

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My english sucks so I explain it on this example:

```
;-----  
;----- Miscellaneous Settings  
;-----  
;  
  
; GameMode=  
;  
; This setting determines what type of game will be played on your server.  
; 1 = All Out War  
; 2 = Capture The Flag  
; 3 = Sniping  
; 4 = 500 Sniping  
; 5 = Infantry Only  
; Set GameMode to one of the above numbers only. Anything else will default to AOW.  
  
; GameMode=1  
  
.  
.  
.  
.  
.  
  
;-----  
;----- Map Specific Configuration  
;-----  
;  
  
; [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: DDName, 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_Field.mix]
GameMode=1
WeatherType=Rain
GDIRVC_X=98.022
GDIRVC_Y=-71.006
GDIRVC_Z=1.078
GDIRVC_Face=90.000
```

```
.
```

Subject: Re: FDS
Posted by [Goonhaven](#) on Mon, 10 Mar 2008 01:38:14 GMT
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Ah, I see, thankyou.
