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Subject: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sat, 26 Apr 2008 21:21:39 GMT  
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It's about time. I know we have April but as I posted in the original topics, here they are: Two ready-to-run downloads for the new servermods.

I included all necessary things plus the source of course. Basically it's like downloading and installing SSGM, except that you have to copy additional files. There is a tiny installation guide and a readme as well. Reborns mod introductions made it into the readme files and I added some information. The singleplayer map files are left very basic -no specialties in them. Health & Armor spawners are available. Feel free to modify them if you want. I have to apologise I wasn't able to clean up Mission 2 & 7 so they aren't included here. I don't think it would be a big problem since the mod is limited to 32 spawnpoints and these maps are way too large for such a little amount of players.

All credits go to Reborn, I only packed this altogether and re-compiled the scripts.dll after fixing some minor issues. I had the idea to change the announcements into orange text, but I didn't because player with scripts below 2.6 cannot read colored messages. I set up a server several times and figured out that Hunt the player has had more Acceptance than DM.

Enough said, here are the links=  
Deathmatch  
Hunt the player

Downloads are back online. If you have downloaded them before now, please re-download the bugfixed singleplayer maps. Thanks.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 26 Apr 2008 22:10:14 GMT  
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Did you added some of my Chat Commands ?

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [BlueThen](#) on Sat, 26 Apr 2008 23:08:30 GMT  
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Madrockz wrote on Sat, 26 April 2008 17:10Did you added some of my Chat Commands ?  
They aren't worthy.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sat, 26 Apr 2008 23:54:45 GMT

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Nope, no new chat commands here. !pct wouldn't work because the PT is for GDI & NOD only. The defense commands are useless in Inf only mode without C&C mode basics. They would shoot at EVERY soldier in DM and HTP.

I thought of implementing the !ping command, but the common Regulators do have a ping response (BR: !ping / NR: lag).

Remember, no PTs, no Crates, no C4, no Beacons and invincible buildings. Just killing and having fun!

BTW, MadRockz, a german version of this has also been released by me on some german forums about Renegade (United-Forum, Ren-Com, uT and GnG).

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [mrÄ&Auml;Ä&Scharf-z](#) on Sun, 27 Apr 2008 00:11:52 GMT

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Add my Weapon commands wich are droped by Helicopters. =D

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [mrÄ&Auml;Ä&Scharf-z](#) on Sun, 27 Apr 2008 00:12:42 GMT

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Originally Blue wrote on Sat, 26 April 2008 18:08Madrockz wrote on Sat, 26 April 2008 17:10Did you added some of my Chat Commands ?  
They aren't worthy.  
like you and your Generation

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [wittebolx](#) on Sun, 27 Apr 2008 00:37:34 GMT

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did you edit the mission map spawn points, because i created them for DM based om the mission maps im using atm.  
so did ya?

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 01:04:21 GMT

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The singleplayer maps only do have 1-4 spawnpoints, depending on what mission it is. NOD, GDI, Commando Start and Renegade. Therefore, Reborn hardcoded them inside the gmmain.cpp. So yes, the singleplayer maps are working fine. There are 32 spawnpoints inside the scripts for each map that is supported by the mod.

The mod uses its own spawnpoints instead of the leveledit ones. I didn't try this yet, but it COULD be possible using other multiplayer maps than supported because those usually do have enough spawnpoints. Either the server will crash or it will work...

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [Lone0001](#) on Sun, 27 Apr 2008 02:30:21 GMT

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I've been testing it a bit and on the map Under you might want to fix or delete this spawn point:

And I noticed another one on Under that spawns you too high in the air causing you to die.

For M09 I notice there is a spawn in the UFO which is just as bad as spawning someone on top of the map if you ask me, unless you put a red card key in it or just give everyone a red card key when they spawn, I also notice about 80% of the spawns for that map spawn you too high and when you land you only have 25 health left.

EDIT: I've tested all the maps I think they are pretty good but I think the mutant should have the pistol lol.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 15:03:23 GMT

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I wonder who did delete my topic description?

I haven't tested all the maps with every spawnpoint especially Under (I hate Under). For M10 (M09 isn't supported), I noticed only the one which spawns you up there. If you spawn inside the UFO, just walk out of it, you can easily walk thru the door. In some sp maps, I removed doors and gates. Although they still appear, you can walk thru them.

I will have a look to Under later, because it looks like the Z value is way too big.

I removed the Pistol (you can re-add it via ssgm.ini: WeaponStartOther - POW\_Pistol\_Player) because the Mutant is fitted with more than one weapon only. In a normal game, the Mutant will die before running out of ammo...

EDIT= After playing around with LE, getting coords by planting a signal flare near the position that matched yours as shown in the picture, I thought it could be spawnpoint 2 or 21. Unfortunately no, 21 is straight on the airstrip:

```
else if (RandomSpawn == 21 && Spawn21OK == true) {
  Spawn21OK = false;
  NewPos.X = -71.248f;
  NewPos.Y = 105.247f;
  NewPos.Z = -3.272f;
```

N# 2 would be:

```
else if (RandomSpawn == 2 && Spawn2OK == true) {
  Spawn2OK = false;
  NewPos.X = -69.257f;
  NewPos.Y = -61.740f;
  NewPos.Z = 23.378f;
```

But the picture shows something about X -6x.xxx, Y +69-84 and Z around 30-35 in height. So I didn't find any position that matches your buggy experience sorry.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [Lone0001](#) on Sun, 27 Apr 2008 17:11:13 GMT  
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I spawned above the map twice so it's there and the door for the UFO is solid can't walk through it.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 22:24:06 GMT  
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ARGH! I know why doors and gates are solid! This is because I removed the .isd files after being told that only the .idd would be necessary to get a modified map to work. It seems that it doesn't.

For the spawnpoint, I will check it again in LE tomorrow. Give me 24h to re-mod the sp maps and the downloads will be replaced then by new ones.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Mon, 28 Apr 2008 22:40:13 GMT  
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\*minibump\*

24h 15m later and the fixed versions are online now! Now the sp maps contain some additions, check them out. Nothing big / nothing that would disturb players ingame.

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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [Lone0001](#) on Mon, 28 Apr 2008 23:19:29 GMT  
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NVM

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