Subject: Team Deathmatch is here!
Posted by General Havoc on Tue, 12 Aug 2003 12:13:26 GMT

I have sucessfully got the Team Deathmatch script working and in MIX format for the first time after many past attempts. This script is as it suggests a team deathmatch but it is a real deathmatch mode. Your team wins by the amount of kills they get and not points unless they fail to get a certain amount of kills within the time limit of the map.

I have made a test map that i'm hoping I can test with Beanyhead later to see if we can get the map working server side only meaning that you do not need the scripts.dll that confuses so many of you. Hopefully if it works, which i'm very certain it should the mode can then be implimented into maps quite easily.

If you have a Deathmatch map that you would like converted to this mode then you can ask me or Beany when I have explained to him how it works and eventually i'll write instructions on how to use it in a map. If you have ever worked with the CTF script then it should be easier for you to use although it is a little more complex than the CTF script.

For those of you who have worked with the CTF script you'll be happy to hear that you can combine these two modes together to make a CTF TDM mod in one map with not too much trouble.

Expect to see a working Team Deathmatch in Beanys MMN soon if he decides to convert some maps to use the script.

_General Havoc

Subject: Team Deathmatch is here!
Posted by bigejoe14 on Tue, 12 Aug 2003 14:55:12 GMT

Awesome!

Subject: Team Deathmatch is here!
Posted by General Havoc on Tue, 12 Aug 2003 15:57:40 GMT

Does anyone have a FDS availiable so that I can test it out? Also the FDS needs to have the version 1.2 scripts that are downloadable from Jonathan Wilsons site. Then i need some people to test it out. I'm hoping to see if it works without the clients having the scripts installed and only the server.