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 announnces 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.