
Subject: is this a good idea...

Posted by [futura83](#) on Sun, 20 Aug 2006 18:05:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

i was thinking of doing a serverside mod where everyone spawns as neutral, and their aim is to kill each other.

although, i dont know how to do it so that killing people on your own team(as everyone will be neutral) gives you points, so i was going to do it so that, instead of having a winner of certain games, i have the ladder system so that it ranks people based on their kills, so everygame people play, it adds to their kills on ranks.

i wanted to know, does this sound like a good idea, or a waste of time?

also, how would i do it so that even though everyone is neutral, the game dosnt stay at the 'gameplay pending' screen?

Subject: Re: is this a good idea...

Posted by [LR01](#) on Mon, 21 Aug 2006 06:53:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

your are hosting a FDS, Wright?

then have you never heard of the patch by v00d00?

mmm... website is down... ever1 knows where it is?

and, all on neutral, I think all on the mutant -1 team.

that has to be a forceteam, I don't speak C++ , so I don't know how to do that.

Subject: Re: is this a good idea...

Posted by [Zion](#) on Mon, 21 Aug 2006 12:30:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSAOW's Force Team in ssaow.ini.

Subject: Re: is this a good idea...

Posted by [paws1111](#) on Mon, 21 Aug 2006 12:48:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will it let the game go on as nutral? because the games checking for people on gdi or nod not nural so when it dosint detect any 1 on gdi or nod game will end thinking the players left the game right? unless u had 1 nod 1 gdi then the rest nutral? also for me when i hosted a nutral side me as the host couldnot become nutral without crashjing the game

Subject: Re: is this a good idea...
Posted by [LR01](#) on Mon, 21 Aug 2006 12:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need the no gamplay is pending pathc by v00d00

Subject: Re: is this a good idea...
Posted by [futura83](#) on Mon, 21 Aug 2006 12:59:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

where can i get that?

Subject: Re: is this a good idea...
Posted by [LR01](#) on Mon, 21 Aug 2006 13:24:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

was on mpgaming.net
now the site is down
I have it, so if no1 give it to you < I will

Subject: Re: is this a good idea...
Posted by [futura83](#) on Mon, 21 Aug 2006 13:51:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

thank you.

Subject: Re: is this a good idea...
Posted by [LR01](#) on Wed, 23 Aug 2006 16:15:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, if nobody wants to upload, I will (just found the file I was scared I lost it and had only the server.dat left)

Here it is!:

File Attachments

1) [server.exe](#), downloaded 164 times

Subject: Re: is this a good idea...
Posted by [reborn](#) on Wed, 23 Aug 2006 18:41:20 GMT

Most maps have a spawn point for neutral that is unusable, plus they only have one spawn point for neutral, so when people die and re-spawn, or when the map loads people will get stuck.

It is possible to change this, however you need to know how to code in c++.

I would suggest if you really wanna do this then you go over to the deadsix site and get the open source scripts that vloknboky made for deathmatch mode (incomplete i might warn you).
