

Updates for Deathmatch

Posted by DreamState - 29 Aug 2008 15:58

I've watched today the server with players on for most of the day so I figured it was time for some updates.

I am going to install mani and remove some of the meta-mod admin system.

With mani I can restrict weapons on certain maps (including AWP).

I have also added more maps to the end-of-map vote and removed some.

aim_afc_lasercage_v1.bsp

aim_ag_texture_city_advanced.bsp

de_dust2_mariostyle.bsp

de_godzilla.bsp

de_marijuan_bust.bsp

de_morningwood_v2.bsp

dm_dimensions.bsp

fy_dynamite.bsp

gg_simpsons_dust.bsp

de_dust2_mariostyle, in particular is worth a look 🤔

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Re:Updates for Deathmatch

Posted by Premi - 30 Aug 2008 11:15

kewl, very well thought out 🤔
but this map DS de_marijuan_bust :O

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Re:Updates for Deathmatch

Posted by DreamState - 30 Aug 2008 18:22

Something else I'm gonna try is map changes based on time limit and not on frag limit as this is causing major issues.

Might not stick to this but just want to trial it for the moment.

EDIT: Well :/ That didn't work 😞

EDIT2: Working well now 😊
Just end of map sounds to sort!

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Re:Updates for Deathmatch

Posted by DreamState - 31 Aug 2008 11:59

I've made some modifications to DM.

If anyone goes on it today (I should be on from 4/5ish onwards), please can you check that map changes are working correctly and that maps are not getting stuck.

Thanks!

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