Deathmatch upgrade
Posted by DreamState - 03 Oct 2008 00:03

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Deathmatch has been altered.

Removed Sourcemod and DM dependency on it (multiple admin systems running on the server at the same time).

Change the DM script for one lighter on resources.

Added full HLStatsX.

Should load maps faster and generally be more smooth.

Oh, and also sorted the admin chat appearing twice 😊

Please note:

Map votes are currently disabled - looking into this.

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Re:Deathmatch upgrade
Posted by Ncore - 03 Oct 2008 01:44

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Sounds pretty good:D

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Re:Deathmatch upgrade
Posted by Jack The Ripper - 03 Oct 2008 10:01

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sweeeeeeeeeeeeeeeeet

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Re:Deathmatch upgrade

Posted by Gazza - 03 Oct 2008 18:35

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Nice one, It was fine for me but i heard somepeople were lagging on awp_india

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Re:Deathmatch upgrade

Posted by DreamState - 03 Oct 2008 19:51

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Have reverted back temporarily xD.

Stats remain and the fix for double admin chat.

If it ain't broke why fix it - should pay attention to my own advice.

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Re:Deathmatch upgrade

Posted by DreamState - 04 Oct 2008 11:21

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Map votes should be fixed and the secondary stats are no longer.

Well.

In theory.

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Re:Deathmatch upgrade

Posted by DreamState - 05 Oct 2008 00:47

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Theory was wrong - map votes still not working.

However, I reckon sorted now. :laugh: :laugh: :laugh:

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