

Vote for fun

Posted by Pooky - 19 Dec 2009 22:48

Hello

He we are (again), hope you guys haven't gotten bored of reading my ideas 🤔

Anyhuw, i was wondering if the admins could make the normal serverplay precedence a bit more fun by manually starting "fun rounds";

With this i mean :

1) The admin starts a sm_vote asking **"Is anyone in for a fun round ??!"**; or something in that direction and giving the answering options

"Wuuhuu, hit me!";

or

"Euhm, let's try something easy as a starter ?";

or

"No thanks";

2) These different answers are then linked with different actions made by the admin such as

* Changing **sv_friction** to -1, 0 or 2 instead of the normal 4(makes you move in a funny way, that's how i'd describe it)

* Changing **sv_accelerate** to -5 or -8 (This one will make your movement keys turn around so forward backwards, left right) Or change them above the normal 5 to make the people move quicker.

* Changing **sv_gravity** to 200 - 600 instead of 800

2-bis) If the players chose for the first option(hard lvl), we can combine changing multiple settings. If they chose the second one(easy lvl), you can chose between one of them. I have tried it out on dedi server and found the combination "sv_accelerate -5 sv_friction 1"; suited best for the Most difficult lvl.

3) After one round, the admin changes the settings back to normal

This is just an idea, i thought it might be fun for on the wcs server, since it's already a bit "more loosened up" then normal servers. Be well aware that in order to change all sv_ settings, the rcon password is needed.

If there are people whom might know any other fun command which could be used in this situation, feel free to post. There might be mods aswell which include fun commands, not sure.

This all might be out of the order, because after all we would be changing the server settings. Furthermore, these "fun rounds" ought to be limited to perhaps 1 a day, in order to keep them fun and not irritating. But I thought I'd share the idea.

NOTE : If you are not sure what all this might do to the gameplay, just go to your Ccs game and creat a server and try them out, to get a beter view how all this would be ingame.

Thanks

Pooky

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Re: Vote for fun

Posted by Lee.H - 19 Dec 2009 23:32

Definaty a good idea 😊

I think there are mods to do such a thing?

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Re: Vote for fun

Posted by Pooky - 21 Dec 2009 10:47

There are such scripts which can be installed using Mattie_eventscripts. (The servers already have this installed)

Eventscripts is a program which forms, let's say, the base to use A LOT of different mods on the server. But the reason why i started this topic with the idea of changing settings manually, is because : The servers are already running quite some mods and i wouldn't want the servers to get overloaded with mods.

Pooks

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Re: Vote for fun

Posted by Tunes - 21 Dec 2009 11:31

We don't use Mani, its outdated and dead, we use sourcemod, maybe vagon can find a way to implement the thing.

Its a cool idea and imho not very hard to make, of couse, Vagon is the master on the subject and he will write his word here whe possible.

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Re: Vote for fun

Posted by Pooky - 21 Dec 2009 12:38

Tunes wrote:

We don't use Mani, its outdated and dead, we use sourcemod, maybe vagon can find a way to implement the thing.

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I didn't mean Mani_admin plugin, but Mattie_eventrscripts 😊

Check the site 1bjtrjv

Sorry for the mixup, it has been a while since I last used these things

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