

Extended Map configs. A plugin for setting map defaults.

This plugin is an improved version of valve's map-specific configuration files. This is like the config.cfg you edited for binds and other settings and is run on starting the game.

Say you start a map dod_anzio, if there is a .cfg file named dod_anzio.cfg in the dod\cfg folder the engine will read the settings and apply them.

This is a much needed [SourceMod plugin by author "Milo"](#) when you have a server mod like Gun Game, it can do what Valve's default <mapname>.cfg files do but it is much better in that as SourceMod commands can also be run.

As stated in a previous section Gun Game has its own settings and they are in... **dod\cfg\sourcemod\sourcemod.cfg**. In that file we have set sm_gungame_enabled 0 that disables the Gun Game on every map.

Note: we can always turn Gun Game on and off via the Admin Menu as well.

What this plugin does is to turn Gun Game on automatically when a map like **dod_gg_ancient_b1** is selected.

Let's look at two maps and how on map start things can change, standard map **dod_anzio** and the gun game map **dod_gg_ancient_b1**.

After the plugin is installed, it makes a special set of folders and files for each map on your server.

The three folders made are in **dod\cfg\mapconfig** ...

« SteamLibrary > steamapps > common > Day of Defeat Source > dod > cfg > mapconfig

Name	Date modified	Type	Size
gametype	29/07/2023 10:35 AM	File folder	
general	29/07/2023 10:35 AM	File folder	
maps	29/07/2023 10:35 AM	File folder	

Inside the "general" folder there is one file called "**all.cfg**" think of that as a default file that places in default commands, if there are none in the other folders then those commands in "**all.cfg**" is what the map will load.

But... when the map loads if you have edited the premade blank files like **dod_anzio** and the gun game map **dod_gg_ancient_b1** then those setting are used on the map load. For all other maps, they will look at **all.cfg** and load those settings.

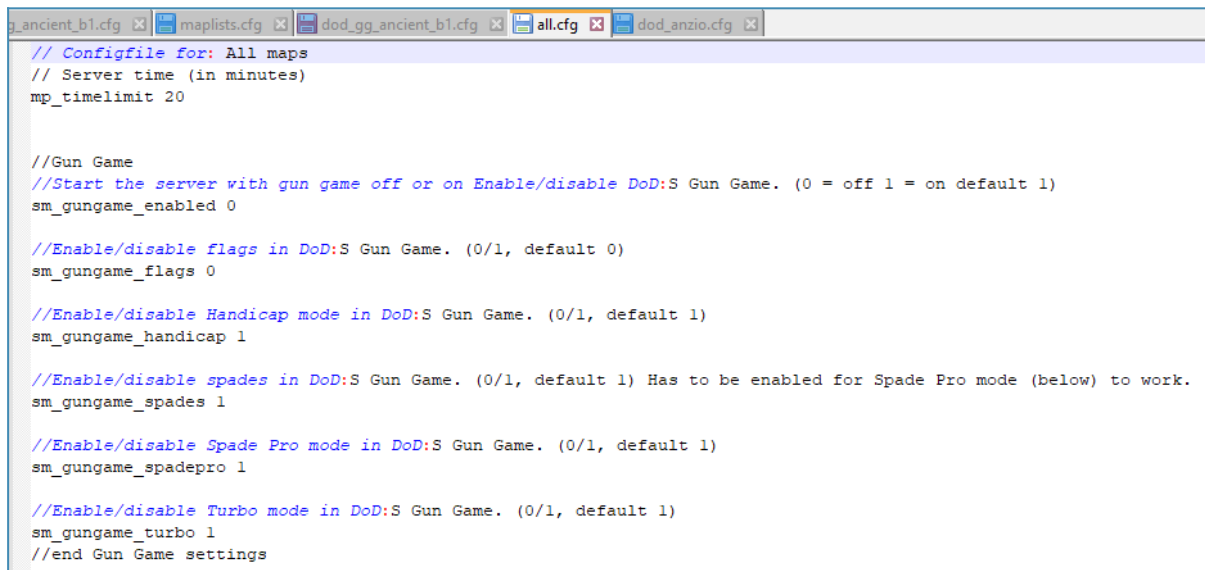
- all.cfg** – This file is in the **dod\cfg\mapconfig\general** folder. Loads your server defaults for all maps that you have not edited in **dod\cfg\mapconfig\maps** folder
- dod_anzio** - This file is in **dod\cfg\mapconfig\maps** folder. You may not want the gun game mod.
- dod_gg_ancient_b1** - This file is in **dod\cfg\mapconfig\maps** folder. You do want the gun game mod.

all.cfg settings in the dod\cfg\mapconfig\general folder

- The very top, note the plugin has made a line and printed “// Configfile for: All maps”
- It made this file on the first start up. The line above is all that is there... now we edit.

Edits:

- **The server time limit** is set to 20 minutes in the Valve command mp_timelimit
- **The SourceMod Gun Game mod** command sm_gungame_enabled 0, that is off.
Note: these are the defaults set in dod\cfg\sourcemod\sourcemod.cfg as well.



```
// Configfile for: All maps
// Server time (in minutes)
mp_timelimit 20

//Gun Game
//Start the server with gun game off or on Enable/disable DoD:S Gun Game. (0 = off 1 = on default 1)
sm_gungame_enabled 0

//Enable/disable flags in DoD:S Gun Game. (0/1, default 0)
sm_gungame_flags 0

//Enable/disable Handicap mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_handicap 1

//Enable/disable spades in DoD:S Gun Game. (0/1, default 1) Has to be enabled for Spade Pro mode (below) to work.
sm_gungame_spades 1

//Enable/disable Spade Pro mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_spadepro 1

//Enable/disable Turbo mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_turbo 1
//end Gun Game settings
```

Now we have a standard set of commands that apply on the server on map load. The server time is 20 minutes and the gun game is disabled (unless you turn it on via the Sourcemod admin menu after the map loads.)

Note: in the downloads for the server time I have placed a // in front of mp_timelimit as you may not want that. Also, in dod_anzio the command to turn on gun game is off **sm_gungame_enabled 0**

You may have noticed in the image above -that's not windows notepad.

Its Notepad ++.

If you like that download for free <https://notepad-plus-plus.org/>

You can make it the default editor to open .cfg, .ini, .vtf type files you find in these mods.

Let's look at the next two files now starting with **dod_anzio.cfg**. It was also made on start up like the above and placed a file in **dod\cfg\mapconfig\maps** folder.

- The very top, note the plugin has made a line and printed **“// Configfile for: dod_anzio”**
- It made this file on the first start up. The line above is all that is there... now we edit.
- **The server time limit** is set to 20 minutes in the Valve command **mp_timelimit**
- **The SourceMod Gun Game mod** command **sm_gungame_enabled 0**, that is off.

```

ancient_b1.cfg x maplists.cfg x dod_gg_ancient_b1.cfg x all.cfg x dod_anzio.cfg x
// Configfile for: dod_anzio
// Server time (in minutes)
mp_timelimit 20

//Gun Game
//Start the server with gun game off or on Enable/disable DoD:S Gun Game. (0 = off 1 = on default 1)
sm_gungame_enabled 0

//Enable/disable flags in DoD:S Gun Game. (0/1, default 0)
sm_gungame_flags 0

//Enable/disable Handicap mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_handicap 1

//Enable/disable spades in DoD:S Gun Game. (0/1, default 1) Has to be enabled for Spade Pro mode (below) to work.
sm_gungame_spades 1

//Enable/disable Spade Pro mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_spadepro 1

//Enable/disable Turbo mode in DoD:S Gun Game. (0/1, default 1)
sm_gungame_turbo 1
//end Gun Game settings

```

When **dod_anzio** loads it will ignore the **“all.cfg”** settings and use these settings. Time is 20 minutes, no Gun Game.

You get it by now.

The one for **dod_gg_ancient_b1** has the time adjusted to 25 minutes and it enables the Gun Game so just selecting the map the mod comes on and 25-30 minutes is about right to win that map.

```

dod_gg_ancient_b1.cfg x all.cfg x dod_anzio.cfg x
1 // Configfile for: dod_gg_ancient_b1
2
3 // Server time (in minutes)
4 mp_timelimit 25
5
6
7 //Gun Game
8 //Start the server with gun game off or on Enable/disable DoD:S Gun Game. (0 = off 1 = on default 1)
9 sm_gungame_enabled 1
10
11 //Enable/disable flags in DoD:S Gun Game. (0/1, default 0)
12 sm_gungame_flags 0
13
14 //Enable/disable Handicap mode in DoD:S Gun Game. (0/1, default 1)
15 sm_gungame_handicap 1
16
17 //Enable/disable spades in DoD:S Gun Game. (0/1, default 1) Has to be enabled for Spade Pro mode (below) to work.
18 sm_gungame_spades 1
19
20 //Enable/disable Spade Pro mode in DoD:S Gun Game. (0/1, default 1)
21 sm_gungame_spadepro 1
22
23 //Enable/disable Turbo mode in DoD:S Gun Game. (0/1, default 1)
24 sm_gungame_turbo 1
25 //end Gun Game settings

```

In the download I have installed a set of files for the maps mentioned in the gun game maps section.