

Note: Dedicated servers only.

Don't worry listen server users...I will be making a sourcemod pack for a Listen server...soon. There is no point running this on a listen server as most of the maps are especially for gun game and have no flags to capture or targets to explode (detonation gameplay maps like dod_colmar.)

This special download is collection of maps for SourceMod's dod:s Gun Game and also includes RCBot2 waypoints for dedicated servers that run RCBot2.

I will not include an installation guide as server owners know what this is.

Contents of the download

- Maps are in the folder "**Gun_game_maps_1**"
- Waypoints are in "**waypoints**" folder.
- The SourceMod plugin (if you don't have it) is in the folder "Plugin" it has a dod structure.

If you want to have gun game maps come on and off automatically, you should...

- In the folder "**admin menu example**" is an example "adminmenu_custom" and adminmenu_sorting, edit to your preference adding that item to the admin menu.
- "Use sm_gungame_enabled 1" using a map.cfg file (or the **Extended Map configs plugin** I have included a folder and it has a readme with map.cfg files)
- You should place "**sm_gungame_enabled 0**" in your **dod\cfg\sourcemod.cfg** file.

Here are all the commands for gun game in case you want to adjust further...

//Gun Game

// Advise off (0) by default and you can turn this on via the menu or a map.cfg file.

//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

Below is the information on these RCBot2 supported maps in the download....

Special Maps for Gun Game.

There are so many maps you can use, “special” Gun Game maps are just maps that don’t have control points (flags) and are simple. Great maps to get in practice as the Gun Game can be hectic and fast paced. I have placed in the download some of the more well-known ones.

Below are eight maps that also have a map.cfg in the download that turns on gun game.

<p>dod_gg_ancient_b1 Author: BDStorgo_mpx Waypoints: Darkranger (edited by INsane) A dark textured fun map in underground areas, mid-size fun map, hectic, no spawn protection. Has some ladders in towers that bots will not use. Recommend 20 players and 25 minutes if time limit set.</p>	
<p>dod_gg_bull_b1 Author: BDStorgo_mpx Waypoints: INsane Small fun map, no capture points , no spawn protection and hectic if there is a lot of players. OK if you like this very small and open type. Recommend 20 players or less and 15 minutes if time limit set.</p>	
<p>gg_the_middle Author: BDStorgo_mpx Waypoints: INsane Medium orange map, no capture points , good spawn protection and OK if you like this very small and open type. Recommend 20 to 32 players and 15 minutes if time limit set is plenty of time.</p>	

dod_gg_s4e_map1

Author: Darkranger

Waypoints: Darkranger

Big orange map, underground flooded water area great for spade kills to steal a level.

Bots don't use the upper levels...because ladders are a pest for bots, but you can.

Advise 30 minutes if time set in map.cfg file.

Play with a lot of bots, 32 if possible.



dod_gg_sprengen_s4e

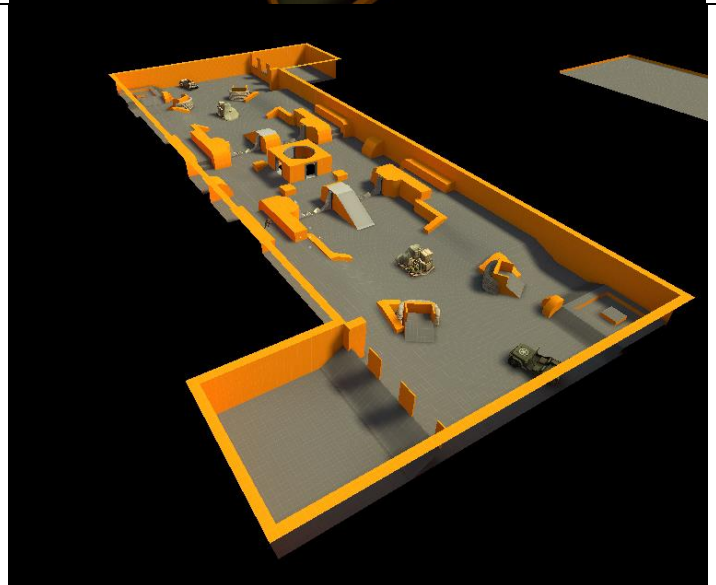
Author: Darkranger

Waypoints: Darkranger

This is a mid-size orange map and unlike most GG maps has flags so it can be played as a normal fun map.

Easy map to win, in 15 minutes it was all over for me.

32 players is crowded but fun, recommend 8-16 players and maybe don't set this to auto run Gun Game in the map.cfg file as I did, use the menu instead so you can also play as normal.



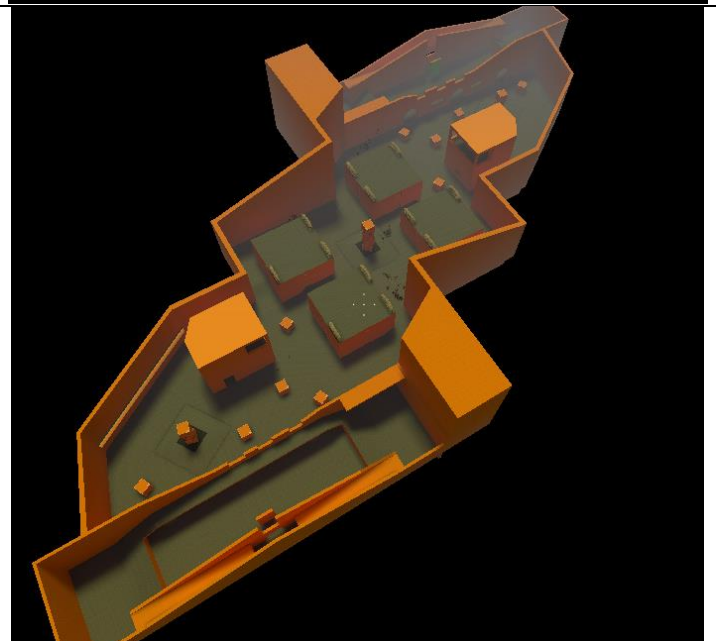
dod_gg_s4e_map3


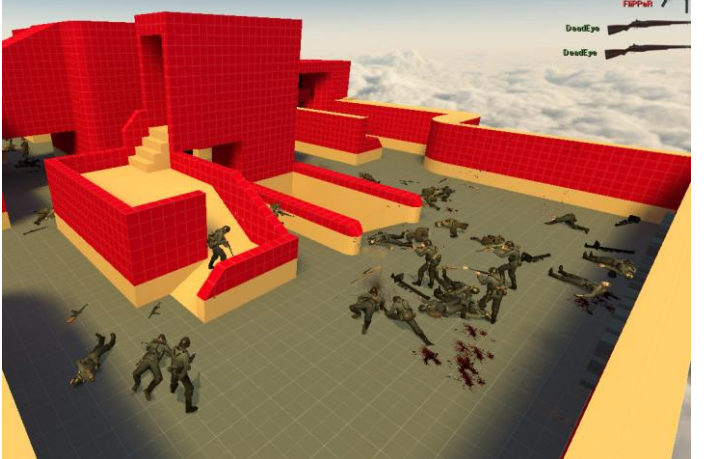
Author: Darkranger

Waypoints: Darkranger

Big orange map, has 3 flags has flags so it can be played as a normal fun map too.

32 players recommend and maybe don't set this to auto run Gun Game in the map.cfg file as I did, use the menu instead so you can also play as normal.



<p>gg_the_round</p> <p>Author: BDSmorgo_mpx Waypoints: INsane</p> <p>Big orange map, has 3 levels and unlike others has no ladders so the bots can go up the ramps.</p> <p>Good spawn protection, no flags on this map...it's a pure Gun Game map.</p> <p>32 players are fine.</p>	
<p>gg_il_pocured_2011</p> <p>Author: FR@N IL MULLIDORE Waypoints: INsane</p> <p>Medium Red/yellow fun map, 3 flag map, middle one takes 3 players and the two others are single player 5 second's capture. Has a lot of stairs and 2 short ladders the bots use.</p> <p>Best run in Gun Game as there is zero spawn protection!</p>	

They are the maps in the download. **Obviously, there are many more.**

One of the more prolific is [Darkranger You can download his maps \(and waypoints\) from his site.](#)

There are two zips, they are in his folder named "[darkranger_mappack_gungame](#)"

I think I have this right... if you see "s4e" in the map name it's likely to be darkranger's maps.

His [Gamebanana profile is here](#). His [maps, here](#). [His steam page here](#).

His preferred name is now... **vintage**.

"vintage" looks like the admin of dodplugins.net that is now at <http://dodsplugins.mtxserv.fr/index.php>

That is also a great resource for dod plugins (obviously) [but also maps in this section.](#)

INsane.

dodbits.com