

## What is this?

It's an old SourceMod plugin for DoD:s that changes weapons and ammo in a class to basically anything you want. I think it was way underrated at the time and not fully explained on release, so let's take a new look at it.

Here is the old forum thread...

<https://forums.alliedmods.net/showthread.php?t=74390>

**A warning first**, if you have another plugin called "[DoD:S] Gun Menu" it may conflict with this plugin. You may need to place both plugin commands in the sourcemod.cfg file to ensure they are not on at the same time. To disable either one in sourcemod.cfg or a map.cfg file...

**Dods Equipment** - sm\_equip\_enabled "0" (*enable "1"*)

**[DoD:S] Gun Menu** ... (slightly more complex as it uses 3 commands)

dod\_guns\_enablemenu "0" <1/0> - *Whether or not show gun menu at every respawn*

dod\_guns\_saveweapons "0" <1/0> - *Whether or not save preferenced weapons and automatically give them on respawn*

dod\_guns\_usetriggers "0" <1/0> - *Whether or not allow players to say "weapon" and get its weapon by classname*

## History:

Way back in July 2008 ["Lis" made "DoDs Equipment 0.0.6"](#) its... complex but cool and others in the dod community contributed like strontiumdog and teame06.

It "broke" and was [fixed by Lebson506th in post number 41](#) its now version 0.0.7.

In 2023 I used version 0.0.7 and it still works.

But it has errors when compiled with the latest SM compliers... so I worked on the errors and this is now compiled using Standard SM 1.8.0.5914. The errors were not serious. In testing this works in the game and I don't see any errors in the server logs.

## How do I set this up?

It's quite a bit to get your head around at first so we have to take this in steps. First, install the basic files, then understand the .cfg files and then how to run it.

### Basic server set up.

- Install the plugin. In the download look at the folder "**1\_Base plugin**" (dod folder structure)
- Run the server, restart or use sm plugins refresh.
- It automatically makes a file in **dod\cfg\sourcemod\dod\_equip.cfg**
- When reading that file your eyes bleed... it's a lot to take in.

In the end its simple to control (I have included example files) but a few edits are required after the install. Don't worry, this is a step by step readme.

Once you understand the files and have tested and selected them, you will find not only controlling the weapons in the class but the opportunity to use the SourceMod admin menu to control weapons on the fly, that is during a game.

When changing the weapons of a class after everyone has spawned you will note it does not do this if, the player is still alive. On the next spawn the plugin strips all weapons and new weapons are applied. Even bots (RCBot2) comply. If set during map start, that isn't a problem.

### How do I edit the files?

So far, we have installed the base plugin to these folders...

**dod\addons\sourcemod\plugins\dod\_equip.smx**

**dod\addons\sourcemod\scripting\dod\_equip.sp**

When the server was restarted it made a file...

**dod\cfg\sourcemod\dod\_equip.cfg**

The plugin is ready in a very basic level. The original author expects you to edit **dod\_equip.cfg** using the advice in that file and the “**Configuration:**” section of the SourceMod forum release.

I found that confusing at first, so will you so I have included examples in the folder “**2\_dod\_equip config example files**”.

Basically, these <name>.cfg files can be called using the sm\_execcfg function.

For example, in the console, in a map.cfg file you have this command...

**sm\_execcfg "/sourcemod/dod\_equip\_no\_camp.cfg"**

You can also call that through the admin menu, it does require edits and ***I will cover that later.***

For now, let's look at “**dod\_equip\_no\_camp.cfg**” how it is edited, what that is for.

The editing looks complex but let's go line by line.

**sm\_equip\_enabled "1"** - this is to enable the plugin if you set this to “0” in sourcemod.cfg, if you executed the config file “dod\_equip\_no\_camp.cfg” by any means (admin menu, sourcemod.cfg or a map.cfg) the plugin will enable.

**Next is 6 sections of the dods classes**, each class “//SNIPER class” has an Allied and Axis class subsection. It's a pain but that's also an advantage.

Note that in this case I am only targeting the “camper classes” Sniper, MG and Rocket. When you scroll down to the sections for Rifleman, Assault and Support you will see they are very different... I have changed their weapons but these are the default weapons in dods.

The sections are complex but let's look at the sniper class for Allied.

Basically, each class has three commands, on each spawn we are...

- stripping weapons off the player,
- defining new weapons in four categories for the main gun, secondary gun, grenade type, knife or “*melee weapon*” the other being a spade,
- defining what ammo in three categories with numbers the weapons get, the first number being the main gun, then the secondary gun, then grenades.

That requires a lot of edits as you can see but it is highly configurable and you can really control what weapons are given, to all the classes, that is 6 classes per side totalling 12 sections to customize that class.

The advantage? Say you wanted no German MG class on a map like `dod_strand`, you can alter a config file, change the axis mg class only and make them have a rifleman. You could also edit the allied MG to get more ammo, change the secondary to a m1carbine, give the allied MG 4 frag grenades and a knife...or a shovel.

Let's go back to that file "`dod_equip_no_camp.cfg`", the allied sniper only.

**sm\_equip\_sniper\_clear\_us** – That is for stripping all weapons. Options are "" (do nothing) and "no" (don't strip) and "yes" (strip all weapons)

**sm\_equip\_sniper\_equip\_us** – as you can see, we don't want sniper weapons so I have forced this class to simulate a custom Assault class. A Thompson, a Colt pistol, frag grenades and a us knife.

**sm\_equip\_sniper\_ammo\_us** – This is where we have applied the ammo for the above weapons. It has this "180 14 2" 180 is the total bullets for the Thompson, 14 is for the colt, 2 is for the amount of frag grenades. Don't place a 4<sup>th</sup> number as... knives and shovels, don't have ammo.

Like I said, these 3 commands end up in 12 sections each for all the allied and axis classes.

Now below those sections is a guide. Its very hard to remember all these choices so I have repeated what the default file `dod_equip.cfg` has and expanded it.

See the last section "Possible weapons are:"

For each weapon I have described the dods standard, that is...

- what a "weapon\_colt" is and...
- what class/weapon slot and...
- how many bullets are in the clip and...
- how many bullets are in a clip.

That helps when editing the class, it's very easy to make an error as you can see there is a lot to know.

Once you have understood that complex part you can take my examples and edit them, its something the original authors didn't post in that release thread. I think you can see why... it is a major problem for this plugin, although very configurable the config files are complex.

However, if done correctly it can replace a couple of plugins, in some cases ones that no longer work.

- [DOD:S Ammo Settings v1.0](#) (similar just ammo so simple)
- [\[DODS\] Pistols](#) (that just gives a pistol to classes that don't have them, was broken but [post #105 it has been remade in 2023](#) by playboyclub)
- [\[DoD:S\] Gun Menu](#) Possibly, depending on it is important to have players select themselves or not, in saying that... you could have a vote to execute a config. The advantages of this one is it's automatic and you can change weapons per map and the user doesn't have to continually use the menu to change weapons. Everyone gets the same.

My main interest was for RCBot2, the bot's class is not easily controlled and maps in a lot of cases need to have classes managed if you want a good game.

When running RCBot2 some maps are ruined with bots picking 3 snipers, 3 MG 3 rocket classes per side. On some maps that is absurd, not enjoyable.

The config files can be called on the plugin "[Extended Map configs](#)" as it has a all.cfg file that loads, then a gametype, then an actual map.cfg file.

Say your all.cfg files execute a cfg file called that executes a config that all classes get a pistol and a knife, you can also adjust so smoke grenades.

That would be your default weapons in a class now for all maps. That is unless a <mapname>.cfg loads after that and changes the file executed.

Whatever is in the <mapname>.cfg is the last to load, therefore if you place this in...  
sm\_execcfg "/sourcemap/dod\_equip\_no\_camp.cfg" the config file will execute that file, in that case turning all snipers to assault, mg to support and rocket to a rifleman.

The [Extended Map configs](#) plugin with this plugin are an awesome team when done right, controlling different maps to have the best weapon section for that map, especially handy when RCBot2 classes cannot be controlled by the normal commands that limit class. You can find it in the download **dods\_sm\_equip\_ver\_008\3\_Example maps and map config files\Other plugins I use on big snow maps** with the jetpack and parachute plugin, all have a readme.

## How do I edit the SourceMod files to get theses in the Admin Menu?

In the download there are 5 example .cfg files. These can be called in the menu.

This requires a simple edit to one file in **dod\addons\sourcemod\configs\adminmenu\_cfgs.txt**

### Open the file and edit and add some new lines...

```
/**
 * List config files here (relative to moddir) to have them added to the exec config menu list
 * Left side is the filename, right side is the text to be added to the menu
 */
Configs
{
    "cfg/server.cfg"                "Standard Server Setup"
    "cfg/sourcemod/sm_warmode_on.cfg" "War Mode On"
    "cfg/sourcemod/sm_warmode_off.cfg" "War Mode Off"
    // dod_equip files for menu
    "cfg/sourcemod/dod_equip_all_camp.cfg"    "ALL Sniper, MG, Rocket class and High Ammo"
    "cfg/dod_equip_camp_class_super_flip.cfg" "Sniper, MG, Rocket are Non Camp Super class"
    "cfg/sourcemod/dod_equip_low_ammo_camp.cfg"    "Low Ammo for all Camp Weapons"
    "cfg/sourcemod/dod_equip_no_camp.cfg"          "No Sniper, MG, Rocket or smoke Weapons"
    "cfg/sourcemod/dod_equip_old_dod.cfg"          "Standard old dod loadout"
}
```

To turn these on in the admin menu, select "**3 Server Commands**" then, "**2 Exec CFG**" then make a selection, the config will load and on respawn the weapons will change.

### About the included weapon files.

Included in the download are 5 example files. The go in \dod\cfg\sourcemod.

**dod\_equip\_all\_camp.cfg** – In this file the Rifleman, Assault and Support is a Sniper, in all cases ammo is increased especially the rocket with 32 rockets. This is a fun map special for those huge sniper maps like the included map dod\_snowbridge\_explode\_8 (also I use jetpack and parachute and included that) If you use all those mods on a big map, it's a lot of intense fun.

**dod\_equip\_camp\_class\_super\_flip.cfg** – For converting all camp classes into a super (flipped) Rifle - Assault - Support class that have more ammo. It means the Sniper/MG/Rocket classes are replaced with "super" Rifleman/Assault/Support classes, just an example of what can be done with this. The sniper gets... US sniper German K98, a C96 double ammo, 4 frags and a knife. What maps do I use that on as the default? I don't, I just turn it for a change on dod\_hill\_classic when I find snipers and mg's are getting out of hand.

**dod\_equip\_low\_ammo\_camp.cfg** – Alter the Sniper, MG or Rocket and make them use secondary more by lowering main gun ammo. LOW AMMO Main Gun better secondary gun on camp classes Sniper, MG and Rocket class.

**dod\_equip\_no\_camp** – Replaces the Sniper, MG or Rocket with assault, support and rifleman. Also this config removes all smoke and gives everyone a knife and a pistol.

**dod\_equip\_old\_dod** – In this file I adjusted to be more like the old dod, everyone gets a pistol and melee weapon, rifleman have frag not rifle grenades, bazooka also gets 2 frags and assault gets 2 frags and no smoke grenades.

### Final thoughts and experience using this plugin.

As you can see the plugin may not be used much in 2023 but I found it handy to change to a map and create a special mode for some fun maps and also make a standard weapon load out that suits me.

It is also a way to control RCBot2 class restriction problems, when using the traditional commands to limit class, RCBot2 will give errors and crash the server. Using this plugin on every different map, instead of dealing with that error, strip out the weapons, change the ammo of AXIS MG so they run out quick.

It can, when used with the [Extended Map configs](#) plugin, solve a few problems and enhance gameplay.

INsane

Webmaster – dodbits.com