

# **Space Guy's Team Deathmatch 4.0 Manual**

## **Introduction**

Space Guy's Team Deathmatch 4.0 is a graphical system for setting up team deathmatches in Blockland servers with one-click toggling of packages such as Capture the Flag and Cops and Robbers.

You must enable Gamemode\_TeamDM\_Base in the Add-Ons menu to activate the necessary code.

## **Release Notes**

New Features since v3.1:

- Completely rewritten codebase for increased stability and flexibility
- Powerful packages system to toggle game modes during play
- Revamped GUI for ease of control while retaining option of chat commands
- Auto Sort system for automatically handling existing and new players and sorting them into appropriate teams
- Ability to save and load deathmatch settings such as teams, uniforms, spawn points, player type and item sets

## How to set up a Team Deathmatch

1. Load any map and build or load bases and obstacles on it to make it interesting. A Cops and Robbers save for the Bedroom map (or any edit of it) is included.
2. In the Team Deathmatch settings menu (Ctrl+M), if you wish, select a package in the lower list and click 'Toggle' to enable or disable packages - certain packages will disallow others. You can find out what the packages does by selecting one and pressing 'Info'. Packages may require special set-up of spawn points or other attributes - if anything is preventing it being enabled, a message will be displayed in the chat. The included packages are Capture the Flag and Cops and Robbers, but more can be found on the SpaceMods website soon.
3. Using the 'Load' button and the adjacent textbox, you can load your own saves of spawn point, uniform and team combinations or create your own teams using the 'New Team' button and set their names, colours, uniforms, items and player templates using the menu and the team editor dialogue. Spawn points can be created by creating a Team DM Spawn (Special menu) and hitting it with the wrench until it is a spawn point for the desired team.
4. A default minigame that includes all participating players must be created before playing a team deathmatch. You can place players in teams by highlighting their name and a team name and clicking the 'Set Team' button, or you can enable 'Auto Sort' which starts Team Deathmatch, evenly assigns players to existing teams, automatically assigns newly joining players to a team and forces players to be in an automatically generated default minigame.
5. (If you aren't using Auto Sort) Enable the deathmatch using the large 'Start' button. If anything is preventing it being enabled, a message will be displayed in the chat.

## Menus

You can press Ctrl+M to open the Team Deathmatch Settings Menu.

### Team Deathmatch Settings Menu:

**Set Team:** When a player and team are highlighted, this assigns the player to the team. If 'None' is highlighted in the team list, the player is removed from all teams.

**Set Leader:** When a player and team are highlighted, this assigns the player to the team and sets them as the team leader. If 'None' is highlighted in the team list, the player no longer the team leader. Team leaders get a different uniform (can be set in the team editor dialogue box) and have a social responsibility to organise and direct their team; they do not have special privileges. Future packages may utilise the position of team leader to a greater extent.

**Sort Players:** This fairly assigns all current players to teams when pressed.

**Auto Sort:** When enabled, this fairly assigns all current players to teams, automatically assigns newly joining players to a team and forces players to be in an automatically generated default minigame. Disabled by default.

**Uniform:** This toggles the use of custom uniforms in a team deathmatch, and when disabled generic uniforms with the team colour are used. Enabled by default.

**Team Chat:** This toggles the use of team chat in a team deathmatch. When enabled, team members can press 'Y' instead of 'T' to have their messages only communicated to team members. Enabled by default.

**Friendly Fire:** This toggles friendly fire in a team deathmatch. When enabled, players can damage members of their own team as well as others. Disabled by default.

**Lock Teams:** When enabled, teams are locked and only the server host can add, remove and transfer players between teams. Disabled by default.

**Edit:** This brings up the team editor dialogue box for the selected team.

**New Team:** This creates a new, empty team with the name and colour specified below the team list.

**Start/End:** Start or end the team deathmatch.

**Upload:** Loads the save file whose name is entered into the adjacent textbox. This loads teams, team items, team uniforms and spawn points.

**Save:** Saves a file containing the deathmatch settings, including teams, team items, team uniforms and spawn points.

**Toggle:** Enables or disables the selected package.

Info: Displays brief information about the selected package.

Clear All Teams: Deletes all existing teams and frees all players.

#### Team Editor Dialogue Box:

Default Uniforms: This sets the team's uniform to the generic one with the team colours.

Set Leader Uniform: This sets the team leader's uniform to your current appearance.

Set Member Uniform: This sets the team's uniform to your current appearance.

Upper-right boxes: These determine the default (at spawn) weapon set for the team.

Centre-right box: This determines the player type or datablock for the team.

OK: Accepts settings and returns to the Team Deathmatch Settings Menu.

Cancel: Ignores most choices selected and returns to the Team Deathmatch Settings Menu.

Disband: Deletes team and its settings, and frees its members.

#### Packages

Packages are collections of game settings and rules that allow for a different game experience. You can enable them in the Team Deathmatch Settings Menu.

**Cops and Robbers** divides players into two teams: the Robbers must steal a certain amount of money from the bank and return it to their base, and the Cops must jail all of the Robbers by getting them to less than half health and hitting them with the police baton. Robbers can free jailed team members by killing three Cops. Robbers respawn as soon as they are killed. Once either team has succeeded, the teams swap sides. Scoring is done by the number of rounds a team has succeeded.

**Capture the Flag** creates a Red and a Blue team, and optionally a Green team if a Green flag spawn point exists, and tasks them to steal and return to their base the other players' flags for points. Enemy flags may not be returned while your own flag is missing. Teams are awarded 10 points for a returned enemy flag and 1 point for a kill.

## Scores

By default, one point is awarded to a team if one of its members kills another teams' member, and a point is subtracted if one of your team members kills another. Scores are broadcast once a minute to the bottom of every players' screen, and individual player scores are intact in the usual menu. Packages sometimes have their own scoring system: look at the package information for any changes.

## Joining and Leaving Teams

Players can use chat commands to control their own team membership.

To join a team (If teams are not locked):

`/jointeam X`

where X is the team name.

To leave a team (If teams are not locked):

`/leaveteam`

To access information about the current package without using the GUI, or to view the set server help:

`/tdmhelp`

## Preferences

These preferences can be set by using the console.

`$Pref::TeamDM::Securelevel`

This sets the security level of GUI functions. All players are permitted to use 'Set Team' on themselves, but other functions are open to the set groups.

1 = Admins, Super Admins and the Server Host

2 = Super Admins and the Server Host

3 = Only the Server Host

`$Pref::TeamDM::Defaultdesc`

This sets the default description displayed upon server entry and when a player uses `/tdmhelp` when no packages are enabled.