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## GordonFreeman (RU)

### Half-Life GunGame

4 Attachment(s)

<https://i.imgur.com/PnTqmxO.jpg>

### Half-Life GunGame v2.1 by [serfreeman1337](#)

### Description

This plugin adds new game mode "Arms Race". All players start with the same weapon and get a new one each time they kill an enemy. The first player to get a kill with even

### Supported mods

- Half-Life
- Opposing Force **PLEASE CHECK POST #93 AND #112 !!!**
- Counter-Strike
- Day Of Defeat
- Adrenaline Gamer
- AGmini

### Requirements

- **AMXX 1.8.2 hg26** or higher.
- Working Hamsandwich module.

### Installation

- Extract archive to **amxmodx** folder.
- Compile plugin from source.
  - You can use **compile.exe**. Compiled plugin should be in **compiled** folder.
- Copy compiled plugin **gungame.amxx** to **addons/amxmodx/plugins** folder.
- Add **gungame.amxx** line somewhere in **addons/amxmodx/configs/plugins.ini** file.

### Compile options

- **AGHL\_COLOR** – color messages for [Bugfixed And Improved HL Release](#) users.
 

[http://gf.hldm.org/wp-content/upload...gg\\_inColor.jpg](http://gf.hldm.org/wp-content/upload...gg_inColor.jpg)
- **HLWPNMOD** – [Half-Life WeaponMod](#) support.
 

<http://gf.hldm.org/wp-content/upload...46-300x240.jpg>
- **CSCOLOR** – colored messages in **Counter-Strike 1.6**. Don't forget to replace gungame.txt dictionary with gungame\_cstrike.txt.

### Configuration

You can find plugin configuration files in **addons/amxmodx/configs/gungame** folder.

Main configuration file is **gungame.ini**. Configuration files are written in XML like structure. All settings are split into elements, the beginning and the end of the element must

Element should start with **<element>** tag and end with **</element>** tag.

Settings inside elements are denoted as: **setting name = setting value**.

#### Element list and settings description

**cvars** – for plugin cvars.

**sets** – for weapons order. This element contains sub-element **level**.

**level** – for level settings. Must be placed in **sets** element. This element has following settings and subelements:

- **name** – level name. Weapon name will be used if not set.
- **kills** – kills count to pass this level.
- **skip** – required players count for this level. Level will be skipped if no enough players.
- **icon** – status icon sprite for this level. You can view sprites list in **sprites/hud.txt** file. Note: not all mods support status icon.
- **botcant** – level skip for bots. 1 for enable, 0 for disable.
- **equip** element – level equipments. For weapons you can enable auto-refill by following settings:
  - **clip** – clip value.
  - **refil\_time\_1** – refill time for primary ammo.
  - **refil\_ammount\_1** – refill amount for primary ammo.
  - **disable\_fullammo\_1** – enable/disable full ammo on spawn for primary ammo.
  - **refil\_time\_2** – refill time for secondary ammo.
  - **refil\_ammount\_2** – refill amount for secondary ammo.
  - **disable\_fullammo\_2** – enable/disable full ammo on spawn for secondary ammo.
- **inflictors** element – inflictors list. Player can harm other players only with these inflictors. You can enable inflictors limit per time by write limit amount after inflictor class until weapon's inflictors will not destroyed. Player will able to harm other players in any way if not set.

PHP Code:

```
<level>
  kills = 10
  icon = d_tripmine
  skip = 6
  botcant = 1

  <equip>
    weapon_tripmine
    <weapon_9mmAR>
```

```

clip = 0
disable_fullammo_1 = 1
refil_time_2 = 10.0
refil_ammount_2 = 2
disable_fullammo_2 = 1
</weapon_9mmAR>
</equip>

<inflictors>
monster_tripmine 10
</inflictors>
</level>

```

In this example we defined level with 10 tripmine kills. This level will be skipped if less than 6 players. This level will be skipped for bots. On this level we have infinity tripmine grenades. Assault grenades are auto-refills in amount of 2 each 10 seconds. Player on this level can only harm with tripmine. Player is not able to set more than 10 mines at a

**mods** – for mod settings. Can contain following sub-elements:

**blockspawn** – allows you block certain objects from spawn.

**warmup** – sets warm-up time equipments. Configuration is same with level element.

For each map, you can define owns levels. To do this, simple create a .ini file named after the map with settings in it. For example, you might have **amxmodx/configs/gunga** level elements.

By default **gungame.ini** is already configured for Half-Life. You can see configuration example for other mods in following files:

- gungame\_cstrike.ini** – for Counter-Strike.
- gungame\_gearbox.ini** – for Opposing Force.
- gungame\_dod.ini** – for Day Of Defeat

## Cvars

- gg\_enabled "1"** - Enable GunGame by default.
- gg\_sound\_winner "media/Half-Life03.mp3;media/Half-Life08.mp3;media/Half-Life11.mp3;media/Half-Life17.mp3"** – The sound played to everyone when a player wins songs, separated by semicolon (;), a random one will be chosen.
- gg\_sound\_levelup "debris/beamstart5.wav"** – The sound played to a player when he levels up. Leave blank to disable.
- gg\_sound\_leveldown "debris/beamstart5.wav"** – The sound played to a player when he levels down. Leave blank to disable.
- gg\_uparmor "30"** – Bonus armor on level up. Player can get bonus armor with 1 of 3 chance. 0 – disable.
- gg\_descore "1"** – Whether or not players lose a level for committing suicide.
- gg\_autosave "300.0"** – Remembers a player's level and score upon disconnect for this amount of time (in seconds), so that they can rejoin shortly and not have to start over.
- gg\_endgame\_delay "15.0"** – Delay time at match end. Vote for nextmap and player stats are displaying during this time.
- gg\_showstats "1"** – Whether or not display players stats at match end.
- gg\_stats\_color "255 255 0"** – HUD color for endgame stats.
- gg\_stats\_pos "0.73 0.40"** – HUD position for endgame stats.
- gg\_mapchange\_style "1"** – The type of vote that comes up automatically on certain conditions.
  - 0** – Disable autovote for nextmap.
  - 1** – Start vote at match end.
  - 2** – Start vote on near end level.
- gg\_mapchooser\_type "0"** - Mapchooser type.
  - 0** – Auto-detection.
  - 1** – Galileo.
  - 2** – default mapchooser.amxx.
  - 3** – custom vote command.
  - 4** – Deagle's Map Manager.
- gg\_mapchange\_cmd "amx\_nextmap\_vote 0 0 0"** - Vote start command for gg\_mapchooser\_type 3.
- gg\_startvote\_nearlevel "2"** – Near level value for gg\_mapchange\_style 2.
- gg\_informer\_display "1"** – Whether or not display HUD informer with level information.
- gg\_informer\_pos "-1.0 0.96"** – HUD position for this informer.
- gg\_informer\_color "128 255 0"** – HUD color for this informer.
- gg\_informer\_holdtime "20.0"** – Magic. 20.0 – for HL and Op4, 0.5 – for other mods.
- gg\_chat\_messages "abcdefgh"** - Set to 0 to disable all GunGame messages. This is bit sum of allowed messages.
  - a** – level up.
  - b** – level down.
  - c** – do not use.
  - d** – up to last level.
  - e** – level skip.
  - f** – win messages.
  - g** - mod enable notify.
  - h** - mod disable notify
- gg\_restore\_hp "1"** – Whether or not re-health player on level up.
- gg\_default\_hp "100"** – Default health value.
- gg\_default\_ap "100"** – Default armor value.
- gg\_icon\_enable "1"** – Whether or not display status icon. Note: not all mods support status icon.
- gg\_icon\_color "255 127 0"** – Status Icon color.
- gg\_icon\_blink "3.0"** – Status icon blink time on level up. 0 – disable.
- gg\_handicap\_on "1"** – Level assign for new players.
  - 0** – start level.
  - 1** – sets the level of late-joiners to the average level in the server.
  - 2** – sets them instead to the level of the currently lowest leveled player.
- gg\_warmup "30.0"** - The time (in seconds) for the warmup round when the map starts, giving players time to connect. A value of 0.0 disables warmup round.
- gg\_prolevel\_music ""** – Sets music which will be played when someone need one kill to win. Leave blank for disable. Only mp3 files are supported. You can loop music to pl csgo02.mp3 file for 21.4 seconds.
- gg\_teamplay "0"** - Teamplay mode.
- gg\_teamplay\_multigoal "2.0"** - Level kills multiplier for teamplay mode. This usefull to increase level kills without need to update configuration files.
- gg\_cfg\_file "gungame.ini"** - Main GunGame configuration file name.

## Informer

You can format informer as you want.

<http://gf.hldm.org/wp-content/upload...nformerEng.jpg>

To do this open **amxmodx/data/lang/gungame.txt** dictionary file and edit **INFORMER** line.

PHP Code:

```
INFORMER = Weapon: <weapon> | Level: <level>/<maxlevel><samelevel> | Kills: <kills>/<needkills>^nRank: <rank> of <ranknum> |
```

Keys

- <weapon>** - current level name or weapon name.
- <level>** - current player level.
- <maxlevel>** - max level.

- **<samelevel>** - players count on same level.
- **<kills>** - player kills.
- **<needkills>** - player need kills.
- **<rank>** - player rank.
- **<ranknum>** - players count.
- **<leader>** - current leader name.
- **<lweapon>** - leader level name or weapon name.

Counter-Strike Addon

Version: 0.1 [01.11.2014]

For fully Counter-Strike support you need enable gg\_cstrike plugin, which shared along with mod.  
At this time custom Counter-Strike support is:

- Buyzone remove.
- Round timer and money indicator hide.
- Goal objects remove (hostages, bomb-sites and etc.).
- Armor with helmet on spawn.
- CSDM support.

Cvars

**gg\_disable\_money "1"** - hide money indicator.  
**gg\_disable\_timer "1"** - hide timer indicator.  
**gg\_disable\_object "1"** - goal objects remove.  
**gg\_give\_armor "100"** - bonus armor on spawn.  
**gg\_give\_helmet "1"** - give helmet with armor.

CSDM and how to auto-respawn players

Plugin is compatible with CSDM, however, **don't enable following plugins:**

- [csdm\\_equip.amxx](#) – not need.
- [csdm\\_stripper.amxx](#) – incompatible with HLGunGame.

There is no auto-respawn feature in this plugin . You should use 3rd party plugins instead, [Respawn plugin by Safety1st](#) for example.

Screenshots

Spoiler 

Show

Changelog

Spoiler 

Show

hLiaS	03-19-12 08:22 AM
Re: Half-Life GunGame	
1st POST :DD This mod is awesome.....:)))Thx for upload :))	
papyrus_kn	03-19-12 11:20 AM
Re: Half-Life GunGame	
<a href="http://images4.fanpop.com/image/phot...83-500-382.jpg">http://images4.fanpop.com/image/phot...83-500-382.jpg</a>	
kiki33hun	03-19-12 11:36 AM
Re: Half-Life GunGame	
Good job!	
TzK	03-19-12 12:50 PM
Re: Half-Life GunGame	
Where do you were some years ago :(	
Beast	03-20-12 05:17 AM
Re: Half-Life GunGame	
NICE.	
Xvil	03-20-12 06:19 AM
Re: Half-Life GunGame	
Nice Plugin +1	
tuty	03-20-12 07:48 AM
Re: Half-Life GunGame	
the idea is not bad, i must say	

GordonFreeman (RU)

03-20-12 09:36 AM

Re: Half-Life GunGame

thanks to all  
my next Counter-Strike to Half-Life plugin port will be as Zombie Plague :D

Xvil

03-20-12 11:09 AM

Re: Half-Life GunGame

Quote:

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Originally Posted by **GordonFreeman (RU)** (Post 1672491)  
*thanks to all*  
*my next Counter-Strike to Half-Life plugin port will be as Zombie Plague :D*

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The half-life zombie plugin is already made

All times are GMT -5. The time now is 04:56.