

[day of defeat] mp\_spawnbazookas command and mapcycle.txt fix

This pertains to the command “mp\_spawnbazookas” and 24 incorrect .cfg files in the dod folder. I tested on a windows 10 64bit listen server, fresh install for day of defeat.

It also addresses missing entries in the mapcycle.txt found as I looked at this issue. Game version at test time, from the console....

] version

Protocol version 48

Exe version 1.1.2.6/Stdio (dod)

Exe build: 15:58:59 Apr 3 2019 (8196)

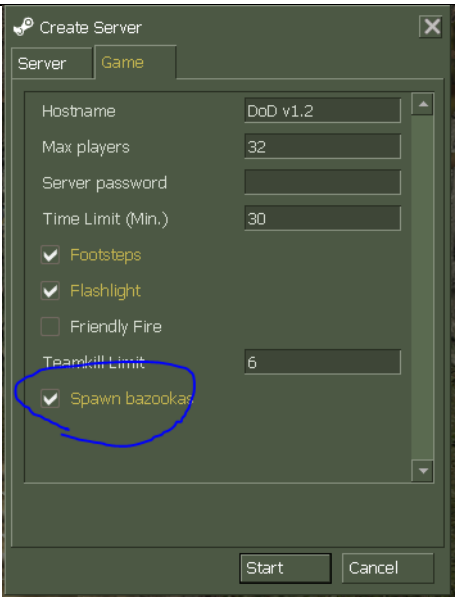
I also see this identical issue in my server files, this isn’t OS specific from what I can see in the two sets and it involves configuration files standard across to client OS and server range.

Background:

See figure 2, mp\_spawnbazookas is a command that controls if the weapon Bazooka (US), Piat (UK) or Panzerschreck (axis) spawn on the ground on a map start if the map has been configured to do so. This was introduced in Steam dod Version 1 on 2 April 2003 and I’m not sure when the affected files were altered.

The issue has three parts and a potential fix that results in mp\_spawnbazookas becoming stable.

- The command is not correctly set in the official files many files have “0” and “1” in reverse I corrected them.
- Even if they are returned to the “correct” values they work but only after a restart of the map e.g. start dod\_caen using a listen server with the corrected files and bazookas do not spawn. While in the map restart it via “New Game” select dod\_caen, this time the bazookas will spawn.
- Next I edited “settings.scr” to include mp\_spawnbazookas 1 as the default (ticked box in “Create Server” ‘Game” tab) The behaviour of mp\_spawnbazookas now changes completely, bazooka’s load on a sever start or map change and are stable.

<pre>}  "mp_spawnbazookas" {     "Spawn bazookas"     { BOOL }     { "1" } }</pre>	
Edit to settings.scr	Figure 1: Results of the edits

### The files in the test:

The **server.cfg**, **listenserver.cfg**. 2 files

Almost all **<mapname>.cfg** (20) files that control commands on game and map start up. Added **dod\_switch.cfg** as it was missing. 21 files.

Also the **"settings.scr"** file mentioned above that adds a tickbox to the "Game" tab in the "Create server" panel.

Also a side issue - an updated "mapcycle.txt" that is missing official maps.

**25 files in all needed adjustment** to fix the mp\_spawnbazookas issue and missing mapcycle entries.

If set to mp\_spawnbazookas "1" on a map that supports weapons spawning on the ground, then the places the map author has set they should spawn. You walk up to them and press standard key bind "g" for the command "drop". Your main gun is dropped and you pick up the bazooka class main weapon.

**Figure 2.** Day of Defeat map "dod\_caen" allied (British team) spawn typical location



Screen shot from <https://steamuserimages-a.akamaihd.net/ugc/784111053990001975/46ED0004B234A21737A63B8BC00E0F9FEC6173A0/>

The automatic control to sort what a map needs from mp\_spawnbazookas set to "1" or "0" is intended to be handled by the server.cfg or listenserver.cfg they should have it set to "0" as default.

The server.cfg has "mp\_spawnbazookas 1" the listenserver.cfg has no command, it should?

Reason to set mp\_spawnbazookas "0" is the majority of the maps don't have the bazooka class weapons spawning on the ground.

Next in line during server or map start is the **<mapname>.cfg** file in the "dod" folder, the command is actually reversed in the files e.g. **dod\_anzio.cfg** three commands are set in the standard files...

**mp\_alliesclasses -1**

**mp\_axisclasses -1**

**mp\_spawnbazookas 1**

dod\_anzio does not have the bazooka class spawning on the map. It should be mp\_spawnbazookas 0

Out of the 22 official dod maps in a fresh install there are...

Testing method to replicate this is as follows...

1. Download a fresh install of dod
2. Check server.cfg
3. Run the game and check each mapname.cfg file to see if the bazooka class spawns as intended on supported maps.
4. Check each map has the correct setting after loading.
5. Alter the files and recheck each map.
6. Record the results (below in Table 1)

All files are in the Steam\steamapps\common\Half-Life\dod folder. Errors found in 20 files. 3 were OK and there was 1 file missing.

**Table 1:** Results of testing each file for compliance to mp\_spawnbazookas “0” or “1”

File in “dod” folder	Bazooka’s locations	mp_spawnbazookas setting / Is it correct?	Action to correct file
server.cfg	N/A	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
listenserver.cfg	N/A	None missing command /NO	mp_spawnbazookas 0
dod_anzio.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_avalanche.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_caen.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_charlie.cfg	NONE	mp_spawnbazookas 0 / YES	No action
dod_chemille.cfg	NONE	mp_spawnbazookas 1 / YES	No action
dod_donner.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_escape.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_falaise.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_flash.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_flugplatz.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_forest.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_glider.cfg	NONE	mp_spawnbazookas 0 / YES	No action
dod_jagd.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_kalt.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_kraftstoff.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_merderet.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_northbound.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_saints.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_sturm.cfg	NONE	mp_spawnbazookas 1 / NO	mp_spawnbazookas 0
dod_switch.cfg	NONE	File is missing	mp_spawnbazookas 0
dod_vicenza.cfg	Both team spawns	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1
dod_zalec.cfg	Axis only	mp_spawnbazookas 0 / NO	mp_spawnbazookas 1

A related file to maps “mapcycle.txt” was found to be missing map names and is adjusted. 25 files.

### Further notes while investigating. Related to mp\_spawnbazookas

1. Listen server: listenserver.cfg missing three standard lines at the bottom like server.cfg, the commands are in each official map .cfg file, to bring back the defaults on each map load these three should be in the listenserver.cfg...

mp\_alliesclasses -1

mp\_axisclasses -1

mp\_spawnbazookas 1

- Related bug found that affects dod\_caen, dod\_chemille, dod\_forest, dod\_jagd, dod\_kalt, dod\_merderet, dod\_vicenza, and dod\_zalec.
- Test dod\_caen. On a server start do not start the server with dod\_caen as the first map loaded.
- Result: The bazooka class will not spawn no matter what setting is in the files.
- Note I have already altered the mapname.cfg files above in this test but this does not matter. What matters is what the console reports as the current setting after map load and if the bazookas are spawning correctly.
- **Workaround** – start the server on a map like dod\_anzio, check mp\_spawnbazookas 0 set correctly (after altering) it is. Shut down dod\_anzio. Keep game open.
- Start dod\_caen, check mp\_spawnbazookas 1 set correctly. Check the allied spawn, no bazookas spawn as in the image above. Shut down dod\_caen. Keep game on.
- Start dod\_caen, check mp\_spawnbazookas 1 set correctly, go to the allied spawn, they do spawn this time. Shut down the map and the game.
- Start dod\_caen, check mp\_spawnbazookas 1 set correctly. Check the allied spawn, no bazookas spawn. While in the map restart it via “New Game” select dod\_caen, this time the bazookas will spawn.
- Reverse of that test, edit mp\_spawnbazookas 0 in dod\_caen.cfg and no matter what workaround you try the bazookas will not spawn. That is how it should be, OFF.

So after altering the server.cfg and listenserver plus all the map.cfg files to the correct settings for mp\_spawnbazookas maps work correctly... but not dod\_caen, dod\_chemille, dod\_forest, dod\_jagd, dod\_kalt, dod\_merderet, dod\_vicenza, and dod\_zalec unless you start it and then restart it while still in game.

This could be a separate bug possibly in the .dll? I couldn't get reliable results just via edits to .cfg files something else is blocking them on a map start.

2. In the mapcycle.cfg file these 4 maps are not listed - **dod\_falaise, dod\_northbound, dod\_saints and dod\_sturm**.
3. There is no dod\_switch.cfg in the dod folder.

**Last testing session:** A fix but it's still not correct.

The edits to the settings.scr file bring stability for starting a map that require bazooka's to spawn.

Try this test.

- Start a server, untick the new option "Spawn bazookas" in the "Create Server" panel "Game" tab.
- Start dod\_caen... bazookas do not load. Restart the map dod\_caen, the bazookas spawn, change the map to dod\_jagd, the bazookas spawn and change the map to dod\_kalt the bazookas do not spawn, restart dod\_kalt the bazookas now spawn.

This is a very confusing issue. The fix or rather a work around I have will bring stability to a Listen server but will do nothing for a dedicated server.

However, I hope it gives a clue to a fix.

There is a download with all test files, a standard set untouched and an altered set.

INsane.

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