






# Multistein3D

Multistein3D - multiplayer game based on wolfenstein3D.  
Game not required original wolfenstein3D resource files.





only deathmatch modes available in this version.

Current version - 1.4

## Weapons

Name	Sprite	Damage	Shots per second	Ammo type	Max ammo	Additional description
knife		50	2	-	-	Short distance
pistol		8	2	pistol ammo	250	No bullets dispersion
mp40		8	6			
chaingun		8	12			Bullets dispersion
rifle		45	1	Rifle ammo	10	Bullet can hit multiple targets in line

## Items

Name	Sprite	Map char	Respawn time*	Health	Armor	Pistol bullets**	Rifle bullets**	weapon
body armor		0	30		50			
mp40		1	10			15		mp40
chaingun		2	20			30		chaingun
ammo clip		3	10			5		
ammo box		4	20			40	5	
dog food		5	10	5				
food		6	15	10				
first aid		7	20	20				
extra life		8	30	100	50			
rifle		9	10				5	rifle

\* - only if room have «Items Respawn» option.

\*\* - if room have no «Items Respawn» option, then x4 multiplier will applied.

Maximum health and armor points - 100.  
Armor absorbs 2/3 of damage.

## Executable files

Multistein3D.exe - game client.

Possible starting parameters:

-nosound 1 - run game w/o sound subsystem;

Multistein3D\_ded.exe - game server.

Possible starting parameters:

-port x - UDP port; default UDP port - 35700;

-roomscfg xxx - rooms config file name; default config - rooms.cfg;

## Rooms config format

servername xxx - set server name;

maxrooms [1-32] - set rooms number;

room [1-maxrooms] - set current room;

roomname xxx - set room name;

maxplayers [2-128] - set max players;

maxclients [2-128] - set max clients;

instagib [0-1] - set instagib mode;

teams [0-1] - set teams mode;

teamdamage [0-1] - set team damage for team mode;

itemsrespawn [0-1] - set items respawn;

weaponstay [0-1] - set weapon stay;

map\_random [0-1] - set random map sequence;

flags ITRWDM - alternate parameter for room options(I - instagib, T - teams, R - itemsrespawn, W - weaponstay, D - teamdamage, M - random);

timelimit [0-60] - set time limit(minutes);

fraglimit [0-32000] - set frag limit;

resettime [5-60] - scoreboard time;

bots\_SS [0-maxplayers] - set bot number(SS team);

bots\_MU [0-maxplayers] - set bot number(Mutants team);

bots\_SO [0-maxplayers] - set bot number(Soldiers team);

bots\_OF [0-maxplayers] - set bot number(Officers team);

map xxx - add map to map list;

## Console commands

showplayersid - switch showing players ID in scoreboard;  
say [string] - multiplayer chat;  
quit - quit the game;

### local botmatch commands:

map [mapname] - change map;  
mapnext  
matchreset - reset players( frags, stats );  
matchend - end match;  
botadd [ss,mu,so,of] - add bot;  
botkickall - remove all bots;

### commands for remote control:

rcon\_password [password] - login to server admin control;  
rcon roomname [new roomname]  
rcon maxplayers [2-128]  
rcon maxclients [2-128]  
rcon fraglimit [0-32000]  
rcon timelimit [0-59] - timelimit(minutes);  
rcon flags ITRWDM - room options(I - instagib, T - teams, R -  
itemsrespawn, W - weaponstay, D - teamdamage, M - random);  
rcon botadd [ss,mu,so,of] - add bot;  
rcon botkickall  
rcon resettime [5-60] - scoreboard time;  
rcon matchend - end match;  
rcon matchreset - reset players( frags, stats );  
rcon map [mapname] - change map;  
rcon mapnext  
rcon maplistclear - clear room maplist;  
rcon maplistshow - show room maplist;  
rcon maplistadd xxx yyy zzz ... - add maps to room maplist;  
rcon banadd [playerID]  
rcon banshowall - show all bans;  
rcon banremove [banID]  
rcon kick [playerID]