Multistein3D

Multistein3D - multiplayer game based on Wolfenstein3D.
Game not required original Wolfenstein3D resource files.

Only deathmatch modes available in current version.

Current version - 1.62

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 when 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 name -
rooms.cfg;
```

Rooms config format

Parameter	Description
servername <xxx>	set server name
maxrooms <1-32>	set rooms count
room <1-maxrooms>	set current room
copyfrom <1-maxrooms>	copy settings from previous configured room
roomname <xxx>	set room name
voteratio <0-100>	percentage of "yes" voted players required to pass the vote; default value is 50%;
maxplayers <2-128>	set max players
maxclients <2-128>	set max clients
flags <ITRWDMVOS>	room options(I - instagib, T – teams, R – itemsrespawn, W - weaponstay, D – teamdamage, M - random map, V – votes enabled, O – record demos, S – save scores)
timelimit <0-59>	set time limit(minutes)
fraglimit <0-32000>	set frag limit
resettime <5-60>	scoreboard time(seconds)
deathtime <0-60>	auto respawn time(seconds)
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)
maplistadd <xxx>	add map to map list

Console commands

Parameter	Description
showplayersid	switch showing players ID in scoreboard player list
say <string>	multiplayer chat
quit	quit the game
maplistshow	show rooms maplist
callvote <map xxx, mapnext, matchend, matchreset>	run vote
yes	vote "yes"
no	vote "no"

local botmatch commands

Parameter	Description
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

Parameter	Description
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 <ITRWDMVOS>	room options(I - instagib, T - teams, R - itemsrespawn, W - weaponstay, D - teamdamage, M - random, V - votes enabled, O - record demos, S - save scores)
rcon botadd [ss,mu,so,of]	add bot to [team]
rcon botkickall	
rcon resettime <5-60>	scoreboard time(seconds)
rcon deathtime <0-60>	auto respawn time(seconds)
rcon matchend	end match
rcon matchreset	reset players(frags, stats)
rcon map <mapname>	change map
rcon mapnext	
rcon maplistclear	clear 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>	
rcon voteratio <0-100>	percentage of "yes" voted players required to pass the vote; default value is 50%