

# Area 51 Deathrun Server

## Map Submission Guidelines

**Please note: For a map to be considered on the Area 51 Deathrun Server, it must meet the following requirements listed below. Maps may still be denied even if all the requirements are met. A decent time spent in source SDK is required to produce a quality map and that is what we're looking for.**

## Requirements

### Map Characteristics

- At least 12 or more traps. An ideal map consists of about 15 traps to support 32 players. The traps should be mostly different and should not have repetition. Automatic traps do not count as a trap (Ex. Breakable floor)
- The Rebel Spawn Area must have at least 32 spawn points (Entity: info\_player\_rebel). Each spawn entity should be off the ground by a few inches to reduce spawn killing.
- The Combine Spawn Area must have at least 6 spawn points (Entity: info\_player\_combine). Each spawn entity should be off the ground by a few inches to reduce spawn killing.
- At least one spectator entity (info\_player\_deathmatch). This is the view when you first join the map/server.
- AFK Spawn Killer for the rebel team. A trigger\_hurt should be spread among the entire spawn and should be enabled after 60 seconds by logic\_auto. Make sure to make the trigger\_hurt has start disabled.
- Buttons should be used to activate traps for the combines (func\_button)
- Not required, but more than one ending to a map will make the outcomes more interesting. (Ex. Bhop, AWP, Old)
- If you do have more than one ending, please make sure to lock the other endings when one is chosen. Also make sure all combines are teleported to the proper location.
- If you used custom materials and sounds, it should be injected into the final bsp before we start testing it.

### Map FPS and Optimization

- We expect a map to have at least 30+ fps on our computers. Low fps is usually caused by a high amount of displacements, particles, little or no func\_detail. Ant's laptop consists of a 128mb dedicated video card so keep that in mind.

- We expect absolutely no leaks what so ever. Leaks will cause source sdk not to run the RAD process properly and lights may not work as well as seeing water. Leaks also lower fps. It's when you're looking around and everything is blurry.

### Creativity

- Maps often consist of a theme. Whether it is a dark evil theme packed map or a bright and exciting map, textures and lighting usually is consistent throughout the map. Most of the favorite maps on the server are the ones that are creative in both the making of the traps and texture choice. We would like to see a map that is consistent throughout, not random textures everywhere.

### Other Things

- We do not want advertisements or exploits in the map. We will check all maps in depth before adding to the official server.
- Credits can be added to a map.
- Make sure you test the map as much as you can on your own before submitting. There are many simple mistakes people made such as triggers not having the client flag checked. Another major mistake to forgetting to put block damage on all moving blocks.

Good luck mapping and we appreciate all your support for Area 51 Deathrun