



## README | mapscripts

Here you can find etpro mapscripts I have collected from various sites. Here's a brief description of what each of the mapscripts alter in the maps:

- [adlernest.script](#) by **DerSaidin**  
This mapscript fixes a bug where the wall can be shot (and destroyed) by players before the tank fires at it. This will cause an error when the tank tries to shoot it.
- [adlernest\\_b7c.script](#) by **mortis**
- [base12\\_b6.script](#) by **antman**  
This mapscript adds a new spawn to the supplies hut once the main gate is blown.
- [battery.script](#) by **mortis**  
**Ouroboro** found a clipping error/exploit. It can be fixed by this script for a minimal amount of loss of shooting angle on the corner.
- [battery\\_4in1.zip](#) by **Ragnar\_40k**
- [braundorf\\_b4.script](#) by **Syd**  
This script is to prevent 35 second allied-dynamite-plant-but-axis wins bug. This script also prevents you from dying if you fall into the tunnel from at a certain spot.
- [bremen\\_b2.script](#)  
Fixed truck is now visible on command map.
- [bulge\\_beta1.script](#) by **peyote**  
Adds a forward spawn at Command Post for Axis.
- [byzantine-final.script](#) by **peyote**  
Alters 2 windows at Axis gold, cannot be destroyed. Get blown away with the door. Also fixes map overtime, the team with more objectives wins or a draw.
- [Caen.script](#) by **mortis**  
Fixes MG42 lean + use exploit + **Ragnar's** pillar exploit fixes.
- [caen2.script](#) by **mortis**  
Fixes MG42 lean + use exploit + **Ragnar's** pillar exploit fixes.
- [caen2.zip](#) by **Molotov** and **peyote**  
Adds a door at final obj until Axis have the tank.
- [castleattack\\_b5.script](#) by **peyote**  
Allies do get the forward spawn when the tank exits that building, instead when its at its final destination.
- [ctf\\_well.script](#) by **Trash**  
Fixes some brush issues.
- [default.zip](#)  
Includes the default mapscripts for the stock maps.

Released under the [GNU General Public License](#). If you have any questions, feel free to ask me. My contact information can be found on the [contacts](#) page of [www.antman.info](http://www.antman.info) website.

- **antman**



# antman.info

- [el\\_kef\\_final.script](#) by **mortis**  
This mapscript makes a minor correction in the initial autospawn wait, so that autospawns are set before players spawn. This in addition to **Marko's** spawn bug fix.
- [etpromapscripts.zip](#)  
Default etpro mapscripts.
- [et\\_beach.script](#) by **mortis**  
Fixes south beach spawns, double/triple messages, adds supply bunker spawn for allies when CP is built, many other minor fixes. Fixes wm\_endround waitstate.
- [et\\_beach.zip](#) by **mortis**  
Fixes south beach spawns, many other minor fixes. Fixes wm\_endround waitstate.
- [et\\_ice.script](#) by **DerSaidin**  
Fixes wm\_endround waitstate.
- [et\\_mor2.script](#) by **ailmanki**  
Some rooftops are blocked, to fix an unfair advantage.
- [frostbite.script](#) by **mortis**  
Adjusts wait states and disables speakers when storage wall is destroyed.
- [fueldump.script](#) by **mortis**  
In addition to the standard etpro features, the autospawn is set to the command post (if active) at spline 73. An announcement indicates when this is set. This forces teh noobs to autospawn forward when the tank exits the tunnels and is heading towards the depot. Corrects autospawn wait times to be set prior to players spawning. Reduces end of round wait state, making a 31 second plant by Allies winnable (previously, Allies had to plant with 34 or more seconds remaining).
- [fueldump\\_new\\_icons.zip](#)  
Script that enables the custom command map icons found here: [fueldump\\_custom\\_icons.pk3](#)
- [fueldump\\_v3.zip](#) by **mortis**  
In addition to all etpro features and setting of the allied autospawn to the cp at spline 73, this script disables stage 2 of the east depot defenses. Thanks to **2/3Soul** for the modified constructible code. Noobs can no longer build the east defenses, stage 2 with this script. Only stage 1 can be built. On the west side, both stages of depot defenses work normally. No more games spoiled by hyperactive noobs.
- [fueldump\\_v4.zip](#) by **mortis**  
Includes all the same updates as v3 and in addition player clips block all trickjumps into fueldump. 2 axis spawns are enabled in the Axis truck garage.
- [fueldump\\_v5.zip](#) by **mortis**  
Includes all the same updates as v4 and in addition Axis can spawn at Axis CP when CP is built. Allies can spawn at Health and Ammo hut after advancing the tank to the MG nest. Allied spawn at Ammo Hut is disabled after tank blows the main tunnel door. Axis spawn is disabled by blowing up the Axis CP. Bridge stages reduced to one engy bar each for faster build. Allied footpath is reduced to .75 bar for fast build time. This script is experimental!



- [goldrush.script](#) by **Chruker**  
Adds a fakebrush roof on Axis spawn to prevent the spawnkilling with airstrikes.
- [HoG\\_b9.script](#) by **mortis**  
This script makes the last 1.9 seconds of HoG\_b9 useful! Beta script!
- [mlb\\_daybreak.script](#) by **peyote**  
Fixes a bug with the roof teleporter.
- [mlb\\_hotchkiss.script](#) by **peyote**  
Removed access to the "secret" rooms. Removed more entities from secret room, made s mall window door in last allied spawn closed.
- [mml\\_church\\_et\\_v1.script](#) by **peyote**  
Fixes a bug in the map, where the interior roof can be destroyed - which leads to a hall of mirrors effect. The roof is on left entrance from axis spawn viewed.
- [oasis\\_teamdoor\\_L\\_X\\_spawnroof.zip](#) by **McSteve**  
Removes the teamdoor at the old city wall (by **nUIISkillIZ**) with an additional fakebrush roof over Axis garrison spawn. Intended to prevent spawn strikes/artys on public servers. Also creates a fakebrush roof over Allies old city spawn when the old city wall is blown.
- [oasis\\_teamdoor\\_X\\_spawnroof.zip](#) by **McSteve**  
Removes the teamdoor at the old city wall (by **nUIISkillIZ**) with an additional fakebrush roof over Axis garrison spawn. Intended to prevent spawn strikes/artys on public servers.
- [quicker\\_fueldump\\_pro326\\_b1.zip](#) by **nUIISkillIZ**  
Another reduced/accelerated fueldump version (somewhat akin to the various sw\_fueldump flavors).
- [radar.script](#) by **DerSaidin**  
Fixes wm\_endround waitstate.
- [radar2v2.zip](#) by **DerSaidin**  
2v2 version of Radar, no side entrance.
- [raiders.script](#) by **mortis**  
Fixes oil tank exploits.
- [railgun.script](#) by **mortis**  
Players were using an exploit to hide inside of a watertank in the depot yard. The tank on ledge above the depot yard now has a solid playerclip inside it. The edge may seem a bit 'sticky' if you encroach on the fakebrush. A trigger\_hurt lies inside to damage exploiters who exploit past the clip in etpub.
- [railgun\\_fun.zip](#) by **mortis**  
Same fixes as railgun, but makes CP spawnable for Axis and reduces map duration from 30 minutes to 20 minutes.
- [railgun\\_fun2.zip](#) by **mortis**  
Same fixes as railgun, but makes CP spawnable for Axis or Allies when built. Beta script!



- [railgun\\_fun\\_tower.zip](#) by **mortis**  
Same fixes as railgun + 6 tower spawns + Axis CP spawn + 20 min time limit.
- [railgun\\_fun\\_tower2.zip](#) by **mortis**  
Same fixes as railgun plus **Ragnar's** tower spawns, but makes CP spawnable for Axis or Allies when built. Beta script!
- [railgun\\_tower.zip](#) by **mortis**  
Same fixes as railgun + 6 tower spawns.
- [rhineland\\_bridge\\_4.script](#) by **peyote**  
Modified final objective, instead of the Main Gate, its the guns outside. There are 2 guns like in Oasis, first gives spawn, second wins. Both have to be destroyed. Fixed a minor thing, the dynamite hint was not shown.
- [saberpeak\\_final.script](#) by **mortis**  
Fixes timing bug that caused Allies to lose when 40 seconds remain and dynamite is planted. Attempts to fix ship-damaged-while-blowing-boulder bug where the ship gets messed up. Not sure if bug #2 is totally fixed, it needs some testing on busy servers.
- [saberpeak\\_final.zip](#) by **mortis**  
Same fixes as saberpeak script and in addition adds progressive forward spawns as the boat advances, first the docks, then the ammo drop zone...making that hellish long walk shorter, and making it easier for Allies to advance the boat/capture the CP bunker.
- [sandheli01b.script](#) by **antman**  
Fixes the announcement when the bunker barrier is built.
- [snatch2.script](#) by **mortis**  
Corrected autospawns, corrected endgame wait states, removed bad TWO and spawns at CP, created correctly working TWO and spawns at CP, made a new autospawn system and added wm\_announcements for CP spawn activity.
- [snatch2.zip](#) by **mortis**  
All MG nests removed, all truck barriers removed (making it parts-truckwall-escape or wall-partstruck-escape), removed bridge, more autospawn tweakage (irrelevant to comp), Allied - Axis spawn times set to 20/30 instead of 15/30. Map time reduced from 20 mins to 15 mins (reduced to accomodate removed barriers).
- [snatch3.script](#) by **mortis** (edited by **antman**)  
Same changes as snatch2.zip has.
- [sos\\_secret\\_weapon.script](#) by **KingJackal**
- [sot\\_b2.script](#) by **peyote**  
A fix for a place where a player can see through a wall, and gain an unfair advantage.
- [spawnprotectionroofs.zip](#) by **Hirntot**  
Adds fakebrushes on top of the spawns on stock maps. Intended to prevent spawn strikes/artys on public servers.



- [spawnprotection\\_fueldump\\_ETPRO326\\_v2.zip](#) by **nUISkillZ**  
Fuel dump with "Loffy" teamdoors.
- [StarGate\\_1945.script](#) by **mortis**  
Not really a bugfix but a minor gameplay change. Fixed grammar of the wm\_announcements and upped the charge bar requirement to build the gate to 1.5. This creates more incentive for Axis to come forth and defuse dynamite, rather than simply sit back and rebuilt the gate instantly when it blows.
- [stonehenge\\_koth.script](#)
- [supply.script](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and offers new satchel/crane control exploit fix. Fixes wm\_endround waitstate.
- [supply.zip](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and removes new satchel/crane control exploit fix. Fixes wm\_endround waitstate. Players will no longer bounce into invisible walls, but the satchel exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerclips in the passages.
- [supplydepot.2.1.2007.zip](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and offers new satchel/crane control exploit fix. Fixes wm\_endround waitstate.
- [supplydepot2.2.1.2007.zip](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and offers new satchel/crane control exploit fix. Fixes wm\_endround waitstate.
- [supplydepot2\\_ga.zip](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and removes the satchel/crane control exploit fix. Fixes wm\_endround waitstate. Players will no longer bounce into invisible walls, but the satchel exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerclips in the passages.
- [supplydepot\\_ga.zip](#) by **mortis**  
Fixes spawn bug, gold bug, grenade/mortar over roof into stairwell exploit, disables troublesome music speakers and removes the satchel/crane control exploit fix. Fixes wm\_endround waitstate. Players will no longer bounce into invisible walls, but the satchel exploit is possible with this script! This version was requested by GA for competition and the desire to play with no playerclips in the passages.
- [supply\\_hacabs.zip](#) by **antman**  
Same fixes as supply.script has and adds health and ammo cabinets when the Allies build the command post.
- [sw\\_fueldump.script](#) by **mortis**  
Updates many aspects of gameplay: time is reduced to 15 mins, depot defenses can be knocked down with grenades, bridge is easy to build, tank is fast and invulnerable, except at the end of the map, after blowing the side wall, the tank becomes 'normal', and now features a spline 71 autospawn at command post (if active). Only stage 1 of the east defenses can be built.



- [sw\\_goldrush\\_te.script](#) by **DerSaidin**  
Fixes wm\_endround waitstate.
- [tc\\_base.script](#) by **DerSaidin**  
Fixes wm\_endround waitstate.
- [te\\_valhalla.script](#) by **ReyalP**  
Fixes the bug that the map was missing an Allied ipi, which causes a fatal spawnpoint not found if the allies actually win.
- [transmitter.script](#) by **peyote**  
A mapsript which opens a normally always closed tunnel.
- [trmfght\\_b2.zip](#) by **mortis**  
Fixes clipping exploit that allowed players to hide in a wall and spam their foes while unseen.
- [warbell\\_scriptfix\\_I.zip](#) by **McNite**  
Restricts the access to the Belltower roof room, sets allied spawntime to 25 secs, faster construction of the bell mechanism, no wait at mapend if Axis win.
- [warbell\\_scriptfix\\_II.zip](#) by **McNite**  
Restricts the access to the Belltower roof room, ammocrate at command post if built by Axis.
- [wurttemberg\\_b4.script](#) by **DerSaidin**  
Fixes wm\_endround waitstate.
- [xposed.script](#) by **SteelRat**