

Class Limits

Mapping Day of Defeat - by Nick Robins

Class & Weapon Limits

Class limits are usually defined in a file named `<mapname>.cfg` in the servers DoD folder. This will be automatically executed by the server when the map is loaded (**note**: the map cfg file is exec'd *before* the config file specified in the server cvar **mapchangepfile**). The map config file can be used to adjust any server cvar, but is most often used to provide map specific class limits. The file is also exec'd (if it exists) on the clients so it can be used to set client side behavior as well, such as the fog parameters set in the `dod_dog1` config file.

While you can set most cvars for your map on both the client and server using this file, some discretion is advised. Many clients and nearly all servers have quite finely tuned configs, if you change these you could make yourself unpopular.

Setting a limit of **-1** makes the weapon unlimited. Setting a limit of **0** (zero) disables the class from being selected, with DoD v1.2 you can [remove classes](#) from the selection screen altogether.

You cannot have both the US and the UK in a map at the same time but it doesn't matter if a map's config file has cvars for limiting the unused team, so if you want to create a generic config and copy it to all the various map configs it will work fine. However if you are using the cvars to remove classes from the selection menu, you should make sure that you have the team selection correct.

Setting limits for Allied (US) weapons.

CVARS

- `mp_limitalliesgarand`
- `mp_limitalliescarbine`
- `mp_limitalliesthompson`
- `mp_limitalliesgreasegun`
- `mp_limitalliesspring`
- `mp_limitalliesbar`
- `mp_limitallies30cal`
- `mp_limitalliesbazooka`

Setting limits for Allied (UK) weapons.

CVARS

- mp_limitbritlight - Limits the LE No.4
- mp_limitbritassault - Limits the Sten
- mp_limitbritsniper - Limits the LE No.4(T)
- mp_limitbritmg - Limits the Bren
- mp_limitbritpiat - Limits the PIAT

Setting limits for Axis weapons.

CVARS

- mp_limitaxiskar - Limits the K98
- mp_limitaxisk43
- mp_limitaxismp40
- mp_limitaxismp44
- mp_limitaxisfg42 - Limits the Fg42 (Bipod)
- mp_limitaxisfg42s - Limits the Fg42 (Scope)
- mp_limitaxisscopedkar
- mp_limitaxismg34
- mp_limitaxismg42
- mp_limitaxispschreck

In addition to setting limits on weapons, with DoD v1.2 there are two additional cvars you can apply:

- mp_combinemglimits (zero or one)

This has the effect of combining the limits for all MG classes (at the moment this only applies to the Axis as the only team with 2 mg's, the Mg 34 and the Mg 42), it creates a new limit by adding the individual class limits together, this is then applied to the team's Mg's as a whole.

For example:

```
mp_limitaxismg34 1  
mp_limitaxismg42 1  
mp_combinemglimits 1
```

would allow either two Mg 42's *or* two Mg 34's *or* one of each.

- mp_spawnbazookas (zero or one)

This controls whether the bazookas on the ground in spawn areas will be present or not.

Example:

This is a generic limit set up that could be applied to any map, It doesn't matter which "sub-team" the Allies are, you can apply limits to both.

```
//Allies (US)
mp_limitalliesgarand    -1
mp_limitalliescarbine   -1
mp_limitalliesthompson  4
mp_limitalliesgreasegun 4
mp_limitalliesspring    2
mp_limitalliesbar       4
mp_limitallies30cal     2
mp_limitalliesbazooka   1

//Allies (UK)
mp_limitbritlight       -1
mp_limitbritassault     -1
mp_limitbritsniper      2
mp_limitbritmg          4
mp_limitbritpiat        1

//Axis
mp_limitaxiskar         -1
mp_limitaxisk43         -1
mp_limitaxismp40        -1
mp_limitaxismp44        3
mp_limitaxisfg42        3
mp_limitaxisfg42s       2
mp_limitaxisscopedkar   2
mp_limitaxismg34        2
mp_limitaxismg42        1
mp_limitaxispschreck    1
```

Disabling Classes Completely

There are two extra cvars you can set in a cfg file to enable you to totally disable classes (they will not even appear on the class selection menu)

- mp_alliesclasses - a bitsum controlling the availability of classes for allies
- mp_axisclasses - a bitsum controlling the availability of classes for axis

Bitfield values for Allies (US)

M1 Garand	1
M1 Carbine	2
Thompson	4
Grease Gun	8
Springfield	16
B.A.R.	32
30 cal MG	64
Bazooka	128
Mortar	256
Random	512

Bitfield values for Allies (UK)

Lee Enfield	1
Sten	2
Lee Enfield Sniper	4
Bren	8
P.I.A.T.	16
Mortar	32
Random	64

Bitfield values for Axis

Kar 98	1
Kar 43	2
Mp 40	4
Mp 44	8
Kar 98 Sniper	16
Fg 42 (Bipod)	32
Fg 42 (Scope)	64
Mg 34	128

Mg 42	256
Panzerschreck	512
Mortar	1024
Random	2048

Notes:

- The "Mortar" classes have not been implemented yet (as of DoD v1.3).
- Both Variants of the Fg 42 are only available on maps where the Axis are Paras.
- Both US allies and UK allies are controlled by the same cvar: **mp_alliesclasses**, make sure that the values in your config file are correct for the allies team on that map.

To calculate the value for the config file, add together the values for the classes that you want to **allow**, putting in a value of zero would not allow *any* classes. Putting a value of -1 allows all classes.

For example:

```
mp_alliesclasses 53  
mp_axisclasses 154
```

Would:

- Only allow the (US) Allies to use: M1 Garand, Thompson, Springfield and BAR (1 + 4 + 16 + 32)
- Only allow the Axis to use: Kar 43, Mp 44, Kar 98 Sniper, Mg 34 (2 + 8 + 16 + 128)