Setup Diabotical Pub Lobbies How To

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Wipeout Big Lobby 3v3-8v8

Wipeout for pub. Best size is likely 6v6.

Mode: Wipeout
Team Size: 8
Scorelimit: 4
Autobalance Teams: Enabled / up to you
Warmup Time: 5 mins / up to you
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

Maps:
Ancient *(official)*
Sunken *(official)*
Vaagen Bath house *(community)*
Eiereben XS *(community)*
Habibi *(community)*
El Dorado *(community)*
Half_Dozen (dm6 remake 1:1) *(community)*
Ancient Asylum *(community)*
Refinery WIP *(official)*
Wellspring *(official)*
Furnace *(official)*

Wipeout Team Spawns 4v4

Wipeout Team Spawns means each death on your team adds 4s to the spawn timer.

Mode: Wipeout
Team Size: 4 (can do more but respawns get very long)
Scorelimit: 5
Autobalance Teams: Enabled / up to you
Warmup Time: 5 mins / up to you
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

custom cvars:
game_wipe_out_timer_mode: 1;

Maps:
Ancient *(official)*
Sunken *(official)*
Vaagen Bath house *(community)*
Wellspring REMIX
Furnace REMIX
Ancient Asylum *(community)*
Fly on Rocket *(community)*

Brawl

This is FFA but spawn with all weapons and 200/100, unlimited ammo and no self damage for rocket jumping.

Mode: Brawl
Team Count: 10
Team Size: 1
Duration: 8 mins
Scorelimit: Unlimited
Autobalance Teams: Enabled
Warmup Time: 5 mins
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

custom cvars:
game_unlimited_ammo: 1;
game_self_damage: 0;

Maps:
Sunken *(official)*
Marina *(official)*
Toya Fortress *(official)*
Crystal Cove *(official)*
Hurt Locker *(official)*
Huracan *(official)*
Alchemy *(official)*
Frozen Decay *(official)*
Starport *(official)*
Restless *(community)*
Murakami *(community)*
Haven *(community)*
Prism *(community)*
Morpheus *(community)*

Note: Team Brawl is also a decent option, just change Team Size to 2 or 3. Recommend 3-5 teams.

CTF Pub - Max 6v6

Wait until 3v3 or more for good games. Players spawn with 25 armour and infinite ammo once they collect a weapon.

Mode: CTF
Team Size: 6
Duration: 8 mins
Scorelimit: Unlimited
Autobalance Teams: Up to you. Best to pick teams for fairness.
Warmup Time: 5 mins / Unlimited if you're picking teams.
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

custom cvars:
game_armor: 25;
game_stable_armor: 100;
game_max_armor: 200;
game_hp: 125;
game_stable_hp: 100;
game_max_hp: 200;
game_unlimited_ammo: 1;

Maps:
Manzil (good for 3v3 if low on numbers) *(community)*
Dojo (good for 3v3 if low on numbers) *(official)*
Quarry *(official)*
Cathedral *(official)*
Seismic Fault *(official)*
Stone Haven (community)
Mad Pipes (good for 6v6+) *(community)*

Clan Arena 4v4 / 8v8

We all know what Clan Arena is.

Mode: Aim Arena Classic
Team Size: 4 or 8
Scorelimit: 10
Autobalance Teams: Up to you. We find doing balance ourselves gets the best results.
Warmup Time: 5 mins / Unlimited if organised
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

Map List for 4v4:
Enchant *(community)*
Hells Egg *(community)*
Ancient Asylum *(community)*
Angkor *(community)*
Station 07 *(community)*
Arena Mixtape Vol 1 *(community)*
Mocu Base *(community)*
Frozen Wonder *(community)*
Reevolution *(community)*
Morpheus *(community)*
Castle_Unfinished (*community*)
Half_Dozen (dm6 remake 1:1) *(community)*

Map List for 8v8:
Ancient Asylum *(community)*
Vaagen - Reupload *(community)*
Prod *(community)*
Toya *(official)*
Murakami *(community)*
Furnace *(official)*
Lost Temple 8v8 *(community)*
Huracan *(official)*
Haven *(community)*
Morpheus *(community)*
Castle_Unfinished *(community)*
Half_Dozen (dm6 remake 1:1) *(community)*

Freeze Tag Arena Pub Mode BETA

This mode is a bit broken and could use some attention from devs. Would be greatly improved if it respawned all players with full stack at the end of each round and started the round with a countdown. Wait until 3v3 or more for good games.

Mode: Freeze Tag Classic
Team Size: 8
Scorelimit: 5
Autobalance Teams: Enabled
Warmup Time: 5 mins
Maximum Clients: 20
Ready Percentage: 70%
Allow queuing while joined: Up to you

custom cvars:
game_armor: 100;
game_stable_armor: 100;
game_max_armor: 200;
game_hp: 200;
game_stable_hp: 200;
game_max_hp: 200;
game_unlimited_ammo: 1;

Maps:
Starport *(official)*
Gold Mine *(community)*
Aeon Terminus *(community)*
Toya Fortress *(official)*
Refinery *(official)*
The Lodge *(community)*
Hurt Locker (good for less than 4v4) *(official)*

80 Player Brawl

80 Player server. 10 teams of 8.

Mode: Brawl
Team Count: Put this command in console while on lobby screen: /lobby_custom_team_size 8
Team Size: Put this command in console while on lobby screen: /lobby_custom_teams 10
Duration: 10 mins
Scorelimit: Unlimited
Autobalance Teams: Enabled
Warmup Time: 5 mins
Maximum Clients: Don't touch
Ready Percentage: 70%
Allow queuing while joined: Up to you
Netcode: Client Side Prediction (you're not going to be able to get 80 players from your region lol)

custom cvars:
game_unlimited_ammo: 1;
game_self_damage: 0;

Maps:
Starport *(official)*
Crystal Cove *(official)*
Gold Mine *(community)*
Akopalypto *(community)*
Murakami *(community)*
Haven *(community)*

MacGuffin 3v3 3.5s player repawns (competitive)

MacGuffin is usually 2s player respawns. This means there's a lot of cess, where players are just throwing themselves into the fight off spawn or for an attack/defense. With longer spawns players have to be more measured with their approach and deaths have more consequence. We think this is better for competitive play.

Mode: MacGuffin
Team Size: 3 or 4
Scorelimit: 2
Autobalance Teams: Enabled / up to you
Warmup Time: 5 mins / up to you
Maximum Clients: 20
Ready Percentage: 100%
Allow queuing while joined: Up to you

custom cvars:
game_maximum_respawn_time_ms: 3500;
game_minimum_respawn_time_ms: 5000;

Maps:
Ancient
Sunken
Marina
Phantom
Meditteranean Market
Princess Castle