
Subject: SSAOW Server2.ini & FanMap ID's :)
Posted by [zunnie](#) on Mon, 23 Aug 2004 23:01:34 GMT
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I been busy a few minutes ago to update the server2.ini's from a few servers which run these maps. Felt like sharing it, because its a hell lot of time consuming stuff having to gameover the map, note ID, update server2.ini, load nextmap, gameover... ec..

[Maps]

; This is where the data needed for the FDS to determine when a map has
; loaded/unloaded is stored. To add your own map, copy the ID of an object
; present on the map with the script "M00_BUILDING_EXPLODE_NO_DAMAGE_DAK" attached
; to it. Usually, any building controller has this script attached to it. Set
; the ID# as the key, and the name you want to use to refer to the map as the
; value.

1551553=C&C_Field.mix
1559645=C&C_Under.mix
1550791=C&C_Volcano.mix
1550457=C&C_Complex.mix
1551647=C&C_Walls.mix
1552060=C&C_City.mix
1550350=C&C_Canyon.mix
1551562=C&C_Hourglass.mix
1550322=C&C_Islands.mix
1551729=C&C_Mesa.mix
151403=C&C_Glacier_Flying.mix
151160=C&C_CliffsLX.mix
150959=C&C_Hangmans_Canyon.mix
150420=C&C_Quick_Draw.mix
151159=C&C_Lunar_Landing.mix
150784=C&C_Underpass.mix
150777=C&C_LittleHillRumble2.mix
151420=C&C_Alpine.mix
150746=C&C_Bio.mix
150292=C&C_Sand.mix
151447=C&C_FieldTS.mix
151250=C&C_Seaside_Sunset.mix
151325=C&C_Forgotten_Town.mix
150609=C&C_Land.mix
151164=C&C_Snow.mix
152942=C&C_BunkersTS.mix
151250=C&C_Siege.mix
151249=C&C_Big_Walls.mix

; [MapName]

;
;
; This area is where specific map settings are configured.
;
;
; Allowed Commands:
; - 'WeatherType' controls the type of precipitation used in the random weather feature.
; You can specify one of three different types of precipitation: Rain, Snow, or Ash.
; - 'WeaponStartEngL1' controls what weapons are given to the basic engineer.
; - 'WeaponStartEngL2' controls what weapons are given to the advanced engineer.
; - 'WeaponStartOther' controls what weapons are given to the other characters.
; - 'DisableList' is a pointer to the disable list to be used on the map.
; - 'DisableBaseDefenses' enables or disables base defenses. 1 = enable, 0 = disable.
; - 'DisablePowerPlants' enables or disables power plants. 1 = enable, 0 = disable.
; - 'DisableRefineries' enables or disables refineries. 1 = enable, 0 = disable.
; - 'DisableSoldierFactories' enables or disables soldier factories. 1 = enable, 0 = disable.
; - 'DisableVehicleFactories' enables or disables vehicle factories. 1 = enable, 0 = disable.
; - 'DisableRepairPads' enables or disables repair pads. 1 = enable, 0 = disable.
; - 'DisableCommCenters' enables or disables communication centers. 1 = enable, 0 = disable.

```
[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0
```

```
[C&C_Under.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_CliffsLX.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_Volcano.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
```

WeaponStartOther="DefaultOther"

[C&C_Complex.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Walls.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_City.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Islands.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Big_Walls.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Quick_Draw.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_CliffsLX.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Hangmans_Canyon.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Lunar_Landing.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Underpass.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_LittleHillRumble2.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Alpine.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Bio.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Sand.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_FieldTS.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Siege.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Seaside_Sunset.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Forgotten_Town.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Land.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_Snow.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_BunkersTS.mix]

WeatherType=Snow

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[zunnie]
