Subject: C&C_Big_Walls MapID Problem server2.ini
Posted by Alkaline on Sun, 29 Aug 2004 00:00:47 GMT
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well the problem is that 1.0 and higher use that dissable list thing... which = evil because unless a map is detected, it defaults to dissable all weapons except the one the player spawns with. so sakura only gets ramjet, hotwire only the repair...

1.0 didn't have a dissable list, hence, it always defaulted to the map default, meaning regular weapons. 1.0 uses scripts.dll 1.3 so it will work with all maps that need 1.3 or lower scripts (I don't think anyone has released a map that needs anything higher than 1.3)

if you need ssaow1.0: http://renmaps.neronhosting.com/ssaow1.0.zip
you will need to change server2.ini a good bit, the map ids also have to be the way the original map ids were generated (gdi baracks) so use the ids I posted.

Also the only option for each map that you can specify is the wheater option, no dissabled list.