Subject: SSAOW and New CP1 Maps Question
Posted by ohnou812 on Mon, 11 Oct 2004 20:00:26 GMT

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Does anyone know the map ID#'s for the new maps that came with CP1? I would like to run these along with the SSAOW mod and was wondering if anyone had found the ID #'s.

The Config File for the mod statesQuote: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. I don't know how to do this. Any help is appreciated.
Thanks