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Subject: Re: Disableing buildings/beacons?

Posted by [ghostSWT](#) on Wed, 20 Apr 2005 02:28:41 GMT

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give me a min and i'll make you a bjects.ddb that disables tech/hoty and ion/nukes. But what about engineers?

<http://s6.yousendit.com/d.aspx?id=0JASUN8D375P533N5ENXUEX18S> <<bjects.ddb (.5MB) if it's not working check your PM's for another link

ok... open your server2.ini go down to the midle and you sould seeQuote:; [MapName]

;  
; This area is where specific map settings are configured.go a few lines down and you will see map namesQuote:[C&C\_Field.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

add this to it

DisableVehicleFactories=1

DisableBaseDefenses=1

and do that for all the maps you want to dissable air/wf and agt/ob

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