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Subject: Disabling Base Defenses/Preventing Base Destruction

Posted by [Cyber030](#) on Thu, 16 Jun 2005 14:26:48 GMT

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What settings would I need to change in level edit to disable all base defenses at the start of a game and make all buildings invulnerable? I know this sounds wierd but I run a Super Mod roleplay server that allows things that make it easy for base destruction. Things like an !ion or a !nuke command. I do not wish to disable this command, but I wish to let people have their fun without the destruction of the bases. Can anyone help?

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