

---

Subject: Re: Server Side Sniper Mod

Posted by [Parad0x](#) on Thu, 16 Jun 2005 18:24:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For the obelisk/AGT, just change the ammo it has to 0 so it has nothing to fire.

The unteamed harvester should be fine.

When i set the buildings to blamo in objects.aow, it made no difference and i was still able to damage them. I tried setting the health and ammour to an incredible ammount, but still no luck. So as for the buildings i am not sure.

---