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Subject: Re: Server Side Sniper Mod

Posted by [theplague](#) on Thu, 16 Jun 2005 21:25:32 GMT

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- 1) goto the base defence presets and set the weapon to none.
- 2) goto the refinery building's preset "mp\_GDI\_Refinery" and set the last setting "FundsDistributPerSec" to 0 for 0 credit tickel and "FundsGatherd" to 0 for 0 credit harvisters
- 3) blamo sheild for non atackable buildings (maybe also need to set for the MCT presets...dono, never tryd)

edit: or you can just delete the harvy preset...

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