
Subject: NEW SERVER! Non-defenses!

Posted by [General Havoc](#) on Tue, 01 Jul 2003 23:13:41 GMT

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

I just did a test on singleplayer LAN with no scripts and everything worked fine apart from the base defences, great! Should be an easy way to disable the base defences on maps without needing to edit the actual map. That said also hoping that the scripts are only processed by the server, which I am very certain they are. Harvester workes fine and all extra units. Anyting scripted won't work though, on Westwood maps thats just base defences, spawners should work as the startup ones do.

_General Havoc
