
Subject: Re: PKG + FDS

Posted by [Genesis2001](#) on Fri, 06 Feb 2009 22:12:17 GMT

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Stefan wrote on Fri, 06 February 2009 11:10I think you're supposed to add Modname=blabla.pkg somewhere

edit:

Quote;;

; Set ModName to load a custom MOD package. All clients who join the server
; will need to have the MOD package also.

;
; ModName=ModTest.pkg
;
ModName=

Zack wrote on Thu, 05 February 2009 20:05svrcfg_cnc.iniQuote;;

; This file contains the default gameplay settings.
;
; Most of the settings below can be changed while the game is in progress and
; the changed settings will take effect the next time the map cycles.
;

[Settings]

ConfigName=AOW Mix Server Settings

;
; The name of the server as it appears in the lobby list. This has a limit of
; 25 characters in GameSpy mode.
;
bGameTitle = *blank*

;
; This is the Message of the day. Any text placed here will show in a pop-up
; dialog box on the screen of any player joining the game.
;
bMotd=

;
; Set ModName to load a custom MOD package. All clients who join the server
; will need to have the MOD package also.
;
; ModName=ModTest.pkg
;

```
ModName=Virtual-Westwood-Museum-Mod.pkg
;
; If DoMapsLoop is set then the map cycle will start again from the beginning
; once all maps have been played.
;
DoMapsLoop=yes
;
; The time limit for each game.
;
TimeLimitMinutes=120
;
; Radar mode.
;
; 0 = No radar.
; 1 = Show only friendly units on the radar.
; 2 = Show all units on the radar.
;
RadarMode=1
;
; Allows the server to automatically restart after a connection loss, system
; failure, or crash. To restart after a system failure, Windows must be set to
; automatically log in.
; Enabling auto restart also allows automatic unattended updating if a patch
; becomes available (Westwood Online mode only).
;
IsAutoRestart=yes
;
; Set to yes to make a passworded game.
;
IsPassworded=yes
;
; The password required for players to join the game.
;
bPassword=*removed*
;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
IsQuickMatch=no
;
```

```
; Should this server be laddered? A laddered server reports game game results
; and statistics to the Westwood Online ladder system at the end of each game.
;
IsLaddered=yes

;
; Team remixing causes teams to be re-balanced at the beginning of every map.
; Disabling RemixTeams can cause a game to become unbalanced over time as
; players drop in and out.
;
RemixTeams=yes

;
; Allows buildings to be repaired. Turning this off will result in much
; shorter games.
;
CanRepairBuildings=yes

;
; This setting effects whether a vehicle driver also controls the vehicles gun.
; Disabling this will allow vehicle passengers to control the gun. Most players
; seem to prefer this setting on.
;
DriverIsAlwaysGunner=yes

;
; Enabling weapon spawning will cause extra weapons to be available for pickup
; at various locations in the map.
;
SpawnWeapons=yes

;
; Enable this to allow friendly units to damage each other. Friendly fire games
; are generally more open to abuse by 'grief' players.
;
IsFriendlyFirePermitted=no

;
; This allows players in the game to change teams at will.
;
IsTeamChangingAllowed=no

;
; Set this to 'yes' to allow clans to play in this server (Westwood Online mode
; only). Only two clans can play in a server at once.
;
IsClanGame=no
```

```
;
;
; The maximum number of players allowed in a game. Generally this should be set
; to an even number to avoid unbalanced teams. Maximum number of players is 127.
;
MaxPlayers=32

;
; Setting this causes the game to end when all the buildings belonging to a
; team are destroyed.
;
BaseDestructionEndsGame=yes

;
; This enables winning the game by placing a superweapon beacon on the enemy
; teams pedestal.
;
BeaconPlacementEndsGame=no

;
; The number of credits each player gets when they join the game.
;
StartingCredits=350

;
; This is the name of the first map in the map cycle.
;
;MapName=C&C_Field.mix

MapName=vm_thetwotowers.1dd
MapName00=vm_thetwotowers.1dd
```
