#1 then why do we use the string "NULL"? Seems more logic to me to use an actual null pointer which is also faster than string checking.

#2 I know that there is such an option in ssgm, but what im trying to say is that it doesnt have anything to do with the wincondition . You would think that having beaconplaceendsgame= true and then endless game with no base destruction would still make the game run. Becouse now you can end it only with beacons.
Yes you can block building dmg with ssgm but that seems like a stupid workaround/fix.

#3 Ok I understand, but the shortcut on desktop points to renegadeserver.exe not server.exe. Would be nice if this would automaticly change to the right one. This will avoid frustration and unneccesary forum threads of ppl that dont know whats going on.

Ps: im on a mobile device sorry for spelling