Subject: A few questions about ss cp1 and bren 1.41
Posted by dancer on Wed, 26 Jan 2005 00:54:43 GMT
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First off is there a way to disable crates seeing as the command wont work, is there a temporary fix we can use until a permanent fix is done.

Secondly how do you disable the reinforcments, vehicles get dropped off, but on some maps they just disapear into the scenery.

Thnx.

Subject: A few questions about ss cp1 and bren 1.41
Posted by mac on Wed, 26 Jan 2005 09:35:46 GMT
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If you do not want crates, put in an older SSAOW version, like the one from SSCP1 1.2. I will fix the issues and others in the next version

If the vehicle drop off is not correct, check what map it is, and look in server2.ini for coordinates. You can either delete them (then there will be no vehicle dropoff)

However, all vehicle spawn coordinates for the supplied maps in server2.ini should be okay.

Subject: A few questions about ss cp1 and bren 1.41
Posted by dancer on Wed, 26 Jan 2005 12:08:36 GMT
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Thank you