Subject: Disableing buildings/beacons?
Posted by Kaao on Wed, 20 Apr 2005 00:51:33 GMT

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I know how to disable buildings in the server2.ini but it doesnt seem to be working can some one give me segments for warfactory/airstrip guardtower/obelisk hotwire/technician nuke/ion cannon please

thanks in advanced

Subject: Re: Disableing buildings/beacons?
Posted by ghostSWT on Wed, 20 Apr 2005 02:28:41 GMT

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give me a min and i'll make you a bjects.ddb that disables tech/hoty and ion/nukes. But what about engineers?

http://s6.yousendit.com/d.aspx?id=0JASUN8D375P533N5ENXUEX18S <<bjects.ddb (.5MB) if it's not working check your PM's for another link

ok... open your server2.ini go down to the midle and you sould seeQuote:; [MapName]
;
; This area is where specific map settings are configured.go a few lines down and you will see map namesQuote:[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
add this to it
DisableVehicleFactories=1
DisableBaseDefenses=1
and do that for all the maps you want to dissable air/wf and agt/ob

Subject: Disableing buildings/beacons?
Posted by Kaao on Wed, 20 Apr 2005 02:42:55 GMT

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ive disableled hotty/tech and the war factory(thanks) just disable the ion cannon if theres any other features for a cnr server you can think of include them to

Subject: Disableing buildings/beacons?
Posted by ghostSWT on Wed, 20 Apr 2005 02:45:33 GMT

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what about NO sbh or sbh for gdi aswell

Subject: thanks
Posted by Kaao on Wed, 20 Apr 2005 03:30:53 GMT

thanks it worked but i had to rename the file from bjects.dbb to Objects.AOW

Subject: Re: Disableing buildings/beacons?
Posted by Sphincter on Wed, 21 Dec 2005 22:26:06 GMT

Hi,

Can somebody tell me how to disable the beacons? [Nuke And Ion].

Can you give me the command i have to add to my disable list in 'server2.ini'?

Tnx. Bye, Sphincter.