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Subject: Disabling Base Defenses/Preventing Base Destruction

Posted by [Cyber030](#) on Thu, 16 Jun 2005 14:26:48 GMT

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What settings would I need to change in level edit to disable all base defenses at the start of a game and make all buildings invulnerable? I know this sounds wierd but I run a Super Mod roleplay server that allows things that make it easy for base destruction. Things like an !ion or a !nuke command. I do not wish to disable this command, but I wish to let people have their fun without the destruction of the bases. Can anyone help?

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [flyingfox](#) on Thu, 16 Jun 2005 18:55:43 GMT

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Well for the base defenses, could you not just remove the building controllers for them?

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [Cyber030](#) on Thu, 16 Jun 2005 22:34:44 GMT

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No no no, this is an objects.ddb, not a map. It is a mod. Unless you mean delete them off the presets list, which might work.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [reborn](#) on Thu, 16 Jun 2005 23:13:17 GMT

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change the skin type of the mct and building to blamo.

to disable base defence would be easier to just edit the server2.ini like this:

```
[C&C_Mesa.mix]
WeatherType=Rain
DisableBaseDefenses=1
DisablePowerPlants=0
DisableRefineries=0
DisableSoldierFactories=0
DisableVehicleFactories=0
DisableRepairPads=0
DisableCommCenters=0
```

but for all the maps... p.s use notepad to open the server2.ini it is allot better then using wordpad.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Cyber030](#) on Fri, 17 Jun 2005 03:57:58 GMT  
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already tried setting mct settings to blamo, I could still injure the buildings.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [reborn](#) on Fri, 17 Jun 2005 06:41:51 GMT  
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oh yeah i remeber this on our sniper server, in the end we had to edit the scripts.dll, there was absolutely no other way we could find.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Oblivion165](#) on Fri, 17 Jun 2005 07:12:15 GMT  
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A rough way to do it would be to increase the health to 50000 so that beacons cant kill it, then apply the heal script to 50000.

But thats a sad way to go about it.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Cyber030](#) on Sat, 18 Jun 2005 00:13:33 GMT  
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Tell me how to make the heal script work.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Cpo64](#) on Sat, 18 Jun 2005 01:07:54 GMT  
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Cyber030 wrote on Thu, 16 June 2005 23:57 already tried setting mct settings to blamo, I could still injure the buildings.

The building has 3 skins, the mtc, the Interior, and the Exterior, you would need to change all of them, but I don't know if that would work for clients...

If you set it up as a heal script you will still get points off the buildings.

You need to go into LE and open each building controller, and set them from there default settings to blamo.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [bisen11](#) on Sat, 18 Jun 2005 17:28:00 GMT

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I think what ive done for that is to the settings and clear all that's in the "meshprefix" and then you couldn't attack it because the controller doesn't know what the building is or something like that. Give it a try.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [Cyber030](#) on Sat, 18 Jun 2005 18:24:25 GMT

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I'll have to try that when I get my computer fixed. It seems impossibly that a nasty little virus has found a home in my computer. Unfortunately, it doesn't allow all of our anti-virus programs to operate correctly. It also disabled our internet and deleted our IP address. Tough luck for me. It will be fixed though, in time.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [YSLMuffins](#) on Tue, 21 Jun 2005 08:11:23 GMT

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If you haven't already, try avast! It's what I use and I really like it. I hope you weren't already using it if this virus got through thought.... :-\

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [bisen11](#) on Tue, 28 Jun 2005 03:42:11 GMT

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I use Avast too

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [idebo](#) on Tue, 28 Jun 2005 07:11:57 GMT

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Avast! ownzzzz...

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Whitedragon](#) on Wed, 29 Jun 2005 05:49:39 GMT  
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There will be alot of sniper friendly options in the next version of SSAOW.

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Subject: Re: Disabling Base Defenses/Preventing Base Destruction  
Posted by [Cyber030](#) on Sat, 02 Jul 2005 02:03:08 GMT  
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Well I sure hope so. Turns out it wasn't just the virus causing problems. The motherboard decided to die young. From what I have heard, it has a reputation by other people who have the same type to do that. I am having it replaced. In time....

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