
Subject: Sniper Mod (just a objects.aow copy and past)

Posted by [theplague](#) on Fri, 17 Jun 2005 10:49:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, since it's bugging me explaining everything, i've made my own thinggy...

Stuff in it:

- Snipers cost 0
- No credit tickel
- No vehcles (not even harvy... cos swishz are anoying)
- Spawn as minigunner but can't move until you buy a sniper
- Invincible for 5 seconds after spawn to prevent spawn killing (or until you buy a sniper)
- Snipers can be bought from the first menu (eg, minigunner is dead eye and shotgun is havic)
- Can't damage buildings (but the announce things still go off, but you can change a setting in server2.ini)
- No blown up buildings (cos it looks ugly)
- No beacons
- No fall damage

Settings you need to change:

- Set start credits to 1000 (for new players who don't know about first menu buy)
- Set drop weapons to 0 for each map (in server2.ini)
- Set announce building damage to 0 or interval to 9999999

This should work on all maps (including those with stuff like com centers) (i've tested a few, not all)

Notes:

- If there is any bugs or things you want me to pop into the mod, please post it
- You need to install AOW 1.34 before you apply this mod (get it from <http://www.renguard.com>)

Further: I hope FnFall reads this post..lol, cos your current running mod is shocking and you don't have the !rg command !!!

File Attachments

1) [objects.zip](#), downloaded 282 times

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [theplague](#) on Fri, 17 Jun 2005 11:05:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol, i just confermed that base defence maps crash the mod -_- i accidently deleted the mounted presets when i deleted the vehcles...

i'll fix it tommorow morning

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [nopic01](#) on Fri, 01 Jul 2005 02:45:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

ill b waiting

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [theplague](#) on Sat, 16 Jul 2005 02:21:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

:S lol, just use this for now, i'll find some time over the next week to do it

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [DarkWayne](#) on Fri, 12 Aug 2005 02:25:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

heres sumthing u can add Unlimited ammo and u dont have to reload ur weapon. Can u make that that would be cool i would use ur mod for sure

Ty allot

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [bbtKiller](#) on Tue, 27 Sep 2005 19:14:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Which mod are you chancing? Or did you started the mod by you'reself?

Subject: Re: Sniper Mod (just a objects.aow copy and past)

Posted by [Lijitsu](#) on Tue, 27 Sep 2005 19:21:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't bump old topics.

Edit: 1000th post! Woohoo! 1st Star General status!
