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Subject: Sniper Mod (just a objects.aow copy and past)  
Posted by [theplague](#) on Fri, 17 Jun 2005 10:49:40 GMT  
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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 130 times

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Subject: Re: Sniper Mod (just a objects.aow copy and past)  
Posted by [theplague](#) on Fri, 17 Jun 2005 11:05:25 GMT  
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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

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

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

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ill b waiting

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

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

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

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

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

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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

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

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

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

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

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

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

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