Subject: Sniper maps
Posted by ExEric3 on Fri, 21 Jul 2006 18:55:20 GMT
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Hi guys. I need your help.

I wanna sniper server. But i need snipers maps. I want only Field, Hourglass, Volcano and Islands. This map have UES clan (and DT clan) edited. On this map can sniping only in tunnels. I want this. Fight only in tunnels. (Way to field is blocked with rocks or anything).

I dont know how edit this maps. Give me pls link for these edited maps. Thanks.

Subject: Re: Sniper maps
Posted by Goztow on Fri, 21 Jul 2006 19:26:47 GMT
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Ask on UES and DT forums: they modified the maps themselves.

Subject: Re: Sniper maps
Posted by Cat998 on Fri, 21 Jul 2006 20:48:59 GMT
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the ues clan doesn't exist anymore

Subject: Re: Sniper maps
Posted by Zion on Fri, 21 Jul 2006 21:32:29 GMT
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All this can be done serverside, however, if you block the way to the tiberium field the harvester will get stuck.

Also, SSAOW allows this aswell, just change the game mode to sniping (can't remember what number, i think its 3) and only have the maps you wish in the rotation, buildings are not destroyable either.

Shouldent this be in the "Mods" forum?

Subject: Re: Sniper maps
Posted by aaaalex06 on Sat, 22 Jul 2006 21:00:56 GMT
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if i can download the latest scripts i will make you the mods

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cus am board, plus i want to try out something in the mean time

But yea, ill edit this post with the link to download the maps from and instuctions on how to install them

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Subject: Re: Sniper maps
Posted by aaaalex06 on Sat, 22 Jul 2006 21:01:54 GMT
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Subject: Re: Sniper maps
Posted by cAmpa on Sun, 23 Jul 2006 00:10:50 GMT
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I can edit this maps for you if you want.
Just pm me.

Subject: Re: Sniper maps
Posted by ExEric3 on Sun, 23 Jul 2006 05:28:57 GMT
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I have a one question.

I create my new renegade sniper server. I want new SSAOW 1.5. This version support sniper mode but i need on sniper/ramjet rifle unlimited ammo. I need no reload this weapons. I dont know what i must edit. Some sniper server have unlimited ammo and no reloading the sniper weapons.

Can you help me? Thanks for reply.

Subject: Re: Sniper maps
Posted by Zion on Sun, 23 Jul 2006 21:43:40 GMT
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objects.ddb (or objects.aow for SSAOW) will do it.

In Level Edit, find the "Munitions" branch, then "Weapon" and change respective presets. -1 is the value for 999/999 in the respective values (not sure what they are, sorry).