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Subject: Inf Mod Trouble

Posted by [bgkill007](#) on Mon, 11 Dec 2006 10:19:53 GMT

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Hey all, i need some help again, ive been recently modding some normal maps such as c&c islands for like an inf only mod for distortias upcoming inf mod. But when i try to load it, by putting the lsd and ldd files in my renegade data directory and when i load the mix it crashes. I dunno wat could be happenin, all i did was put in guard towers and nod turrets, took out the air and wf controllers and followed this tut:

<http://renhelp.laeubi-soft.de/index.php?tut=2>

can anyone help?

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Subject: Re: Inf Mod Trouble

Posted by [Spyder](#) on Mon, 18 Dec 2006 22:00:36 GMT

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How about this:

You go to the harvester preset -> You go to the properties -> You select the 'Is Fake' preset. Just add the Weapons Factory and Airstrip Building Controllers but disable the vehicles this way: Global Settings -> Purchase Settings -> Vehicles [GDI]/[NOD]. Then open it up and set the 'Vehicle Preset' like 'CnC\_Humvee\_Player' to 'None'.

Now it should work fine, and the players can't buy any vehicles.

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Subject: Re: Inf Mod Trouble

Posted by [Zion](#) on Tue, 19 Dec 2006 08:13:53 GMT

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Just get SSAOW 1.5 and select it to be an inf only server in SSAOW.ini (Game Modes).

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Subject: Re: Inf Mod Trouble

Posted by [Theboom69](#) on Tue, 19 Dec 2006 20:44:59 GMT

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Also to add on the stuff they did make sure you named it c&c\_Islands and not whatever also make sure there not cap's or it will cuse ur game to crash.

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Subject: Re: Inf Mod Trouble

Posted by [Ryu](#) on Tue, 19 Dec 2006 21:29:42 GMT

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Theboom69 wrote on Tue, 19 December 2006 14:44 Also to add on the stuff they did make sure you named it c&c\_Islands and not whatever also make sure there not cap's or it will cuse ur game to crash.

Actualy the name C&C\_Islands is okay aswell, I have been doing that for what? 1 year? Never crashed a map for me.

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