
Subject: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Sat, 15 Mar 2008 23:18:09 GMT

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Hello, the topic title says it all. I have several FDS (for testing purposes) with different bots on my machine, one of them is equipped with the BR.

So, here is the config: FDS 1.037, v00d00's server.dat fix and BR 1.52 (full not mini). Everything is configured and running fine, except the custom time limit per map.

What do I have to do? Svrcfg_cnc.ini (20mins) vs. mapsettings.xml (30mins) = Svrcfg_cnc.ini wins. Why?

File Attachments

1) [timelimit.jpg](#), downloaded 619 times

Fahrzeug bereit und aufgetankt.

Server: [BR] Settings for C&C_Walls_Flying.mix: Time Limit: 30, Mine Limit: 45, Vehicle Limit: 8. Donations are allowed after 1



Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [pe21789](#) on Sat, 15 Mar 2008 23:46:01 GMT

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poste mal den Inhalt von deiner mapsettings.xml ^^

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [Goztow](#) on Sun, 16 Mar 2008 10:44:06 GMT

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My mapsettings.xml config works fine.

Nice advantage skin, btw.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Mon, 17 Mar 2008 20:05:29 GMT

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Mapsettings=

```
<?xml version='1.0' standalone='yes'?>
```

```
<mapsettings>
```

```
<default>
```

```
<time>30</time>
```

```
<mines>30</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>5</donatelimit>
```

```
<rules></rules>
```

```
</default>
```

```
<map name="C&C_Field.mix">
```

```
<time>30</time>
```

```
<mines>35</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_Volcano.mix">
```

```
<time>30</time>
```

```
<mines>35</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>5</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_City.mix">
```

```
<time>30</time>
```

```
<mines>40</mines>
```

```
<vehicles>8</vehicles>
```

```
<donatelimit>10</donatelimit>
```

```
<rules></rules>
```

```
</map>
```

```
<map name="C&C_City_Flying.mix">
```

```
<time>30</time>
```

```
<mines>40</mines>
```

```
<vehicles>10</vehicles>
```

```
<donatelimit>10</donatelimit>
<rules></rules>
</map>
<map name="C&C_Walls.mix">
  <time>30</time>
  <mines>45</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules></rules>
</map>
<map name="C&C_Walls_Flying.mix">
  <time>30</time>
  <mines>45</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules></rules>
</map>
<map name="C&C_Siege.mix">
  <time>30</time>
  <mines>35</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules>Shooting enemy buildings from the top of the hill is not permitted!</rules>
</map>
</mapsettings>This is fairly unchanged from original and I didn't test the other Limits.
```

Should I remove the Unicode & with the original &? I think not, because the announce reads the file correctly.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [Goztow](#) on Mon, 17 Mar 2008 21:50:22 GMT

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Your time is set to 30 for all, so why would it change?

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Mon, 17 Mar 2008 22:13:03 GMT

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I don't have any ideas why I don't get 30 mins. RemoteAdmin is ON, BR has got Op on the IRC channel and all Modules are turned on AFAIK. The brenbot.dll loads without errors...

I experienced a similar Scenario with SSDM: If SpawnWeapons is turned off in the ssgm.ini and turned on in the svrcfg_cnc.ini, they keep on spawning...

I will check all settings again soon.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [Goztow](#) on Mon, 17 Mar 2008 22:27:18 GMT

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What is the setting in srvcfg.ini?

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Mon, 17 Mar 2008 22:41:39 GMT

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[Settings]

ConfigName=Default C&C Server Settings

bGameTitle = Testlauf deutsches SSGM

bMotd=

ModName=

DoMapsLoop=yes

TimeLimitMinutes=20

RadarMode=2

IsAutoRestart=yes

IsPassworded=no

bPassword=

IsQuickMatch=no

IsLaddered=no

RemixTeams=yes

CanRepairBuildings=yes

DriverIsAlwaysGunner=no

SpawnWeapons=yes

IsFriendlyFirePermitted=no

IsTeamChangingAllowed=yes

IsClanGame=no

MaxPlayers=16

BaseDestructionEndsGame=yes

BeaconPlacementEndsGame=yes

StartingCredits=0

MapName=C&C_Siege.mix

MapName00=C&C_Siege.mix

MapName01=C&C_Islands.mix

MapName02=C&C_Canyon.mix

MapName03=C&C_Walls_Flying.mix

MapName04=C&C_Volcano.mix Nothing special. What's your setting? Maybe I should set it to 0 like on marathon servers to get the attention of BR's config file.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [Goztow](#) on Tue, 18 Mar 2008 07:52:34 GMT

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Mine is on 30 but Brenbot always overwrites it :-S.

Which scripts / ssgm version are you using? Brenbot uses a scripts function for time limit.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [EA-DamageEverything](#) on Sat, 22 Mar 2008 13:52:31 GMT

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As posted above, SSGM 2.02 from the BR full installer. Brenbots' DLL is loading up, Reborns' Base defence plugin too. All this works fine.

Subject: Re: BR 1.52= The custom time limit doesn't work

Posted by [Whitedragon](#) on Sat, 29 Mar 2008 08:05:45 GMT

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Does game_info display the correct time limit and are you running scripts.dll on your client? Only clients with scripts.dll will see the new time limit.
