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Subject: ssgm Sniper

Posted by [Gen\\_Blacky](#) on Mon, 31 Mar 2008 17:41:07 GMT

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what function do I change in ssgm source to enable base defenses when game mod is set to sniper gamemode=3

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Subject: Re: ssgm Sniper

Posted by [reborn](#) on Mon, 31 Mar 2008 18:05:12 GMT

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Gen\_Blacky wrote on Mon, 31 March 2008 12:41 what function do I change in ssgm source to enable base defenses when game mod is set to sniper gamemode=3

I'm at work atm so cannot be sure, catch me on msn or preferably irc in about 4-5 hours if this isnt helpful enough:

There is most likely a conditional in ssgm\_base\_defence (or something named similar). Look up the ::Created event. It more then likely has a conditional there that says if(gamemode ==3){  
comands-destroyobj(obj);  
}

It may also have other game modes listed in the if() conditional. But you get the idea...

Or it may be if(!gamemode == 1){

}

Eitherway, you need to remove the line that says destroy object.

This will result in the server never destroying the base defences for any mode, if you are using other modes for other maps then I will help you in a bit more detail.

You also will have to find where it is looking for the agt and oby. Most likely in ssgm\_building there is a conditional that says if the building is an agt and the game mode doesnt == 1 or ==3 then apply damage to it.

Sorry I cannot be more specific, but I will help more later if you need it.

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Subject: Re: ssgm Sniper

Posted by [Cred3020](#) on Mon, 31 Mar 2008 21:14:11 GMT

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Thanks for mentioning how to do this. Every time I have ever asked I've been told it cannot be done, which is stupid because there is always a way.

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