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Subject: more than 8

Posted by [Poskov](#) on Mon, 16 Mar 2009 02:08:30 GMT

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How do you increase the max # of vehicles & mines without typing in vlimit & mlimit everytime?

Is there a way using hud.ini?

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Subject: Re: more than 8

Posted by [Gen\\_Blacky](#) on Mon, 16 Mar 2009 02:17:20 GMT

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Its set in server bot or server mod

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Subject: Re: more than 8

Posted by [Poskov](#) on Mon, 16 Mar 2009 04:37:00 GMT

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where exactly is that located?

and, where can I get SSGM?

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Subject: Re: more than 8

Posted by [Goztow](#) on Mon, 16 Mar 2009 07:41:38 GMT

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I think brenbot has the option in mapsettings.xml . However, it'll only work for people with scripts installed on their client!

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Subject: Re: more than 8

Posted by [Poskov](#) on Tue, 17 Mar 2009 09:28:45 GMT

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Well in some mods that have a higher vehicle limit, I noticed these 2 files inside:

expvehfac\_0.cfg  
expvehfac\_0.txt

they have nothing to do with this right?

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Subject: Re: more than 8  
Posted by [YazooGang](#) on Tue, 17 Mar 2009 18:54:24 GMT  
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Make a script in C++.

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Subject: Re: more than 8  
Posted by [Poskov](#) on Wed, 18 Mar 2009 02:40:08 GMT  
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is there a way without making a script or, using a mod?

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Subject: Re: more than 8  
Posted by [Gen\\_Blacky](#) on Wed, 18 Mar 2009 03:17:25 GMT  
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Poskov wrote on Tue, 17 March 2009 20:40 is there a way without making a script or, using a mod?

no, do you have a renegade server ?

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Subject: Re: more than 8  
Posted by [Poskov](#) on Thu, 19 Mar 2009 01:05:55 GMT  
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yes I have one, so how would you make the 'mod' for the server?

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Subject: Re: more than 8  
Posted by [ErroR](#) on Thu, 19 Mar 2009 12:25:46 GMT  
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please use renhelp.net more useful that waiting for replies and more precise:  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46>

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Subject: Re: more than 8  
Posted by [Poskov](#) on Fri, 20 Mar 2009 02:20:44 GMT  
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ErroR, this ErroR wrote on Thu, 19 March 2009 06:25 please use renhelp.net more useful that waiting for replies and more precise:

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46>

is not it.

Poskov wrote on Sun, 15 March 2009 20:08How do you increase the max # of vehicles & mines without typing in vlimit & mlimit everytime?

Is there a way using hud.ini?

this is what I want.

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Subject: Re: more than 8  
Posted by [Xpert](#) on Fri, 20 Mar 2009 10:14:03 GMT  
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If it's a server, then use a regulator to set the number of mines and vehicles per map. If you can't understand that, then don't bother...

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Subject: Re: more than 8  
Posted by [ErroR](#) on Fri, 20 Mar 2009 13:50:12 GMT  
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Poskov wrote on Fri, 20 March 2009 04:20ErroR, this ErroR wrote on Thu, 19 March 2009 06:25please use renhelp.net more useful that waiting for replies and more precise:  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46>

is not it.

Poskov wrote on Sun, 15 March 2009 20:08How do you increase the max # of vehicles & mines without typing in vlimit & mlimit everytime?

Is there a way using hud.ini?

this is what I want.

ow man, sorry i posted this in a different topic (altho i am sure i posted it in the right one, and now it's here ?!)

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Subject: Re: more than 8  
Posted by [Poskov](#) on Sat, 21 Mar 2009 03:54:07 GMT

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Xpert wrote on Fri, 20 March 2009 04:14 If it's a server, then use a regulator to set the number of mines and vehicles per map. If you can't understand that, then don't bother...

It's not that I don't understand, it's that I'm new to this, and have never heard of that before.

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Subject: Re: more than 8  
Posted by [Zuess](#) on Sat, 21 Mar 2009 13:55:46 GMT  
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A regulator is kind of like an administration program for the actual server.

There are many out there, unfortunately I have only used one of them called brenbot.

Brenbot utilizes an IRC channel and ingame to accept commands to control/modify server.

Within brenbot, there is a file called mapsettings.ini

It is layed out in an xml type manner  
I.E.

```
<map name="C&C_Arctic.mix">  
<time>45</time>  
<mines>10</mines>  
<vehicles>8</vehicles>  
<donatelimit>1</donatelimit>  
<rules>Do not base camp in back of enemy base. Do not attack Turrets.</rules>
```

As you can see, edit that file and you have different limits.

There is also a command that allows you to change vehicle limit within irc or ingame if you have administrator status.

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Subject: Re: more than 8  
Posted by [mrÅ£ÅŞÅ-z](#) on Sat, 21 Mar 2009 15:02:29 GMT  
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Make a Script that will set the VehicleLimit automacally on Map Load,

Or make a Timer that will load a .INI every minute to change the Vehicle Limit, so you can change it everytime you want

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Subject: Re: more than 8

Posted by [Zuess](#) on Sat, 21 Mar 2009 15:20:50 GMT

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madrackz wrote on Sat, 21 March 2009 10:02 Make a Script that will set the VehicleLimit automacally on Map Load,

Or make a Timer that will load a .INI every minute to change the Vehicle Limit, so you can change it everytime you want

The poor guy cant even setup a standard server, you expect him to know c++ and have the ability to write and compile a plugin? lol

Go the easy route, install a regulator.

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