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Subject: the future of infantry only servers  
Posted by [vloktboky](#) on Tue, 13 Jan 2004 02:25:19 GMT  
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I'm not very creative when it comes to topic titles, so I figured I would copy the same one that Whitedragon did for me for the server sniping mod.

Here it is, a special mod for infantry only servers. This mod does the following:

- \* - Base defenses replenish all soldiers armor by 2 each second as long as they stay up.
- \* - The Weapons Factory and Airstrip are destroyed at the start of each map.
- \* - To compensate for having no harvester, the refinery now gives 3 credits per second instead of 2.
- \* - If IgnoreBaseDefense is set to 1, the Obelisk of Light and Advance Guard Tower will not fire at any enemy soldiers, and any turrets/guard towers will be destroyed.
- \* - If DropWeapons is set to 1, fallen soldiers will drop their weapons.
- \* - If LogInfDeath is set to 1, infantry will be logged to infantrylog\_(date).txt.
- \* - All of this can be turned on and off by setting EnableInfOnlyMode to 0.

Note that base kill is kept in mind for this version. You can download this mod at [http://web.black-cell.net/Server\\_Infantry\\_Only\\_Mod.zip](http://web.black-cell.net/Server_Infantry_Only_Mod.zip).

Any bugs/comments/questions/suggestions should be posted here. I will try to respond and answer anything stated in this topic.

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Subject: the future of infantry only servers  
Posted by [Alkaline](#) on Tue, 13 Jan 2004 02:36:42 GMT  
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Cool,  
hey do you have a mod just for the soldeir droppping weapons and smart crates? I would love to run that on my server. thnx.

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Subject: the future of infantry only servers  
Posted by [Slicer\\_238](#) on Tue, 13 Jan 2004 02:59:09 GMT  
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Sounds good.

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Subject: the future of infantry only servers  
Posted by [mac](#) on Tue, 13 Jan 2004 08:17:32 GMT  
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Good work.

However, you should point out in your readme that you created derived work based on Jonathan Wilson's scripts.dll that is under the General Public License. As well as linking to his sourceforge page.

Since the source code is supplied, you're not in violation of the GPL

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Subject: the future of infantry only servers  
Posted by [kriegerv](#) on Tue, 13 Jan 2004 12:04:58 GMT  
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It's a good mod, it prevents people in sniping servers to get points with shooting harvesters. You use this in bcserv infantry right?

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Subject: the future of infantry only servers  
Posted by [General Havoc](#) on Tue, 13 Jan 2004 20:56:51 GMT  
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It works very well, I visited WOL yesterday and played on a few servers running it.

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Subject: the future of infantry only servers  
Posted by [Creed3020](#) on Tue, 13 Jan 2004 21:07:48 GMT  
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Thanks for releasing this like how I asked. I will try it out right away.

Thanks for your hard and letting us use it.

Is there anything you can do about beacons? Make it an option in the ini file to kill the player if they buy one or not....Please..

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Subject: the future of infantry only servers  
Posted by [Alkaline](#) on Wed, 14 Jan 2004 21:19:21 GMT  
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heh... sbh kills 3 engies... gets 6 remote c4... too good.

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Subject: the future of infantry only servers  
Posted by [Try\\_lee](#) on Wed, 14 Jan 2004 22:21:10 GMT  
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I love my sniper SBH, although it really makes it too easy to kill people. Still, it's a great mod and the new crates that do both good and bad things are great and much more like they were in C&C.

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Subject: the future of infantry only servers  
Posted by [Twizdid](#) on Wed, 14 Jan 2004 23:12:25 GMT  
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Alkalineheh... sbh kills 3 engies... gets 6 remote c4... too good.

Max of 2 remote, if you kill 3 engis while near mct you can get 6 or more remotes on the mct

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Subject: the future of infantry only servers  
Posted by [Kytten9](#) on Thu, 15 Jan 2004 12:54:29 GMT  
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It's a great mod, lets face it Vloktboky really did his homework with this one. The Black-cell servers have run the drop weapons for a while, just while a few of the glitches were ironed out and it's turned out great i think. Thoroughly enjoyable.

Now the drop weapons are unpridictable and make some kills easier yes, but it makes the games fresher, you never know if that basic eng has a ramjet rifle under his sleeve and whether that sydney has more than just a pic.....it can sway the tide of battle, i agree, but that is what makes it so appealing.

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Subject: the future of infantry only servers  
Posted by [Alkaline](#) on Sat, 17 Jan 2004 23:41:38 GMT  
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vlok, anyway to dissable beacons? I really can't stand sbh who just nuke all day...

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Subject: the future of infantry only servers  
Posted by [vloktboky](#) on Sun, 18 Jan 2004 05:30:40 GMT  
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Being able to turn those numbers from the inflog into actual player names will be possible in the future, just not right now.

Beacons can not be logged or modified at this time, but I keep trying every day.

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Subject: the future of infantry only servers

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Posted by [Alkaline](#) on Sun, 18 Jan 2004 16:52:13 GMT

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Well how about this? can you tone down the damage they do? to say like a 5th? that way fools that nuke will only be wasting there money...

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Subject: hmm

Posted by [IR2HARD4U](#) on Sun, 18 Jan 2004 23:45:08 GMT

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Instead of disabling nukes cant it just be made so buildings are invinsable?

Thats possible right?

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Subject: the future of infantry only servers

Posted by [Alkaline](#) on Mon, 19 Jan 2004 02:38:51 GMT

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well I tried setting the buildings take damage to no, but that didn't have any affect on the server, they still took damage ...

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