Subject: the future of infantry only servers
Posted by vloktboky on Tue, 13 Jan 2004 02:25:19 GMT

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.

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