
Subject: Server Side Sniper Mod
Posted by [TD](#) on Wed, 15 Jun 2005 20:28:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

We've tried several mods for our server, but it's interfering with brenbot.

Bot does not allow gamelog module, and keeps saying '(name) is not running renguard' A LOT of times, even IF they run RG.

We can't use these commands: !rg, !forcetc, and probably several other commands.

Someone told us we need a compatible sniper mod and said we could find it on this forum.

And my bad luck, the search function does not work.

Can anyone supply me with this mod? So that everything works properly.

Thanks in advance.

Subject: Re: Server Side Sniper Mod
Posted by [Whitedragon](#) on Wed, 15 Jun 2005 20:45:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use the latest version of SSAOW and use the disable list to disable everything except snipers.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Wed, 15 Jun 2005 20:52:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you please provide me with a link? It's because I am not the one that takes care of this.

I'm just trying to find out what to do/download, so the people that manage the servers in my clan can fix this.

Thanks for your reply.

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Wed, 15 Jun 2005 22:05:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

or you can edit objects.aow, because then instead of killing disabled chars, you can make it say "this item is permanently unavalible" (just delete that character from objects.aow using level edit), and then you can make people spawn as dead eyes, and have the first PT things (where you buy beacons and engenners) purchus sakura and black hands (last thing in presets in level edit)

your also able to make the veh's unbuyable so you doin't have to blow it up... (delete veh presets)
and this can be done with the current SSAOW which has gamelog and works with RG

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 01:50:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

So I just delete the chars and vehicles from preset?

Cant I just disable them from the PT settings by deleting them in THOSE settings?

BTW, spawning as deadeye results in crash as far as I know. I just make the standard soldier spawn without weapons, and disable pistol and c4 powerups for the snipers.

Is there a way to disable BUILDINGS instead? So I can put the snipers in free charachters?

I downloaded the new SSAOW and the FDS stuff got reinstalled. Everything works fine now.

So all I need to do is, rename objects.aow to objects.ddb and edit it, when done, save, then rename back to objects.aow and put it in FDS data folder again?

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Thu, 16 Jun 2005 06:47:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

-- you can make snipers free and you can replace the engener as a sniper, just change the buy preset to deadeye, or somethin... i don't know about te crash, you can always duplicate deadeye and black hand and make the names of those presets minigunners... (as for the spawn without weapons, it's best if you do so they can't move until they buy a sniper, and they can't be killed, so there isn't any spawn killing)

edit: answer to the last line: yes, just edit it and pop it back

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 09:57:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Changing the preset name to the minigunner's one with all the correct minigunner presets in the tree does not crash for me, but for the clients.

I know this, because I tried to make some different character spawn for my mod (I also made a different mod)

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Thu, 16 Jun 2005 10:20:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, ok then, just spawn with no weapons and disable weapon drops, so people can pick up armour...

[unlike those FnFall fools...lol their mod can be made by a trained monkey]

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 14:00:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

about buildings and harvesters:

- to disable harvesters giving points, do i make them unteamed?
 - And what about the buildings how do i make them not-damagable? Make them a blamo maybe?
 - And yeah, how to disable obelisk, turrets and AGT?
-

Subject: Re: Server Side Sniper Mod
Posted by [Parad0x](#) on Thu, 16 Jun 2005 18:24:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

For the obelisk/AGT, just change the ammo it has to 0 so it has nothing to fire.

The unteamed harvester should be fine.

When i set the buildings to blamo in objects.aow, it made no difference and i was still able to damage them. I tried setting the health and ammour to an incredible ammount, but still no luck. So as for the buildings i am not sure.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 20:33:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I set ammo to 0 of the ob and turret (can someone give me the right presets of the obelisk/turrets and its location just to be sure its the correct one) and it doesnt fire, but you hear that reload sound and see reload animation.

Turret does fire, but once only, the first time.

Can I get help on these two situations.

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Thu, 16 Jun 2005 21:25:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

1) goto the base defence presets and set the weapon to none.
2) goto the refinery building's preset "mp_GDI_Refinery" and set the last setting "FundsDistributPerSec" to 0 for 0 credit tickel and "FundsGatherd" to 0 for 0 credit harvisters
3) blamo sheild for non atackable buildings (maybe also need to set for the MCT presets...dono, never tryd)

edit: or you can just delete the harvy preset...

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 22:25:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried blamo, didnt work.

What about points for damage per building? If I set them all to 0, would that cause a 0-bug?

And how can I disable base defenses completely? Turret, obelisk ignoring everything. (agt does it already).

BTW, when I use this mod, !forcetc does not work. It says that the player has not finished loading yet? Im not sure this mod causes it, but could be. Does anyone know more of this bug?

Subject: Re: Server Side Sniper Mod
Posted by [reborn](#) on Thu, 16 Jun 2005 23:20:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

you have to have gamelog enabled for !forcetc

to disable base defence the easy way edit the server2.ini for each map, like this:

```
[C&C_Mesa.mix]
WeatherType=Rain
DisableBaseDefenses=1
DisablePowerPlants=0
DisableRefineries=0
DisableSoldierFactories=0
DisableVehicleFactories=1
DisableRepairPads=0
DisableCommCenters=0
```

do not edit the model of the spawn cnc gdi mini gunner as yes as you have experianced it will crash, or make people see him walk around like a cross figure. however you can take away his

primaryweapondefid from the settings tab when you hit mod on him...

a nice sniper mod would be remove the models from all advanced characters and just have the four free characters model replaced with snipers and stuff.

p.s you can edit the model of the gdi mini gunner under purchase settings, so when someone purchases a soldier it will work, but editing the soldier presets cnc gdi mini gunner causes the problem.

hope this helps

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Fri, 17 Jun 2005 08:50:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

; This enables Gamelog logging. If you want to turn it off, set it to 0.
; Note: Some of BRenBot's Features will not work then

Enable_Gamelog=1

It's turned on, but still seems not to work.

Thanks for the building disable list, I am going to try it now.

But the last thing I want to know is, how do I stop buildings from giving points when you for example shoot the turret of the other structures' MCT's?

EDIT: How do I make the snipers spawn health/armor instead of weapons? (Do I have to turn dropweapons on too for the armor/health drop?)

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Fri, 17 Jun 2005 10:50:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.renegadeforums.com/index.php?t=msg&goto=16040_9&rid=2728

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Fri, 17 Jun 2005 11:36:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I want to forcetc now, it says "You must install gamelog on your server to use this feature". I didnt uninstall it, what couldve been wrong? Can someone tell me how to 'reinstall' this?

Subject: Re: Server Side Sniper Mod
Posted by [Nightma12](#) on Fri, 17 Jun 2005 18:10:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

www.NightRegulator.co.uk

dousnt need gamelog, so it should be compatable!

just make sure you disable SSAOW Support!

Subject: Re: Server Side Sniper Mod
Posted by [Whitedragon](#) on Fri, 17 Jun 2005 21:48:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

TD wrote on Fri, 17 June 2005 07:36When I want to forcetc now, it says "You must install gamelog on your server to use this feature". I didnt uninstall it, what couldve been wrong? Can someone tell me how to 'reinstall' this?

Make sure you have the gamelog module enabled in Brenbot.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Fri, 17 Jun 2005 22:04:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its enabled..

Subject: Re: Server Side Sniper Mod
Posted by [theplague](#) on Fri, 17 Jun 2005 22:13:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

make shore you set up the game log directory correctly, server is fully loaded (not when it's loading thinggy) and gamelog directory is correct in server2.ini

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Fri, 17 Jun 2005 23:25:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I forgot to say thanks reborn, that building thing in server2.ini worked. And about the gamelog, somehow there was no server2.ini, weird... I put it back up, everything except forcetc works now.

!forcetc says: The player has not finished with loading yet, eve if he/she is loaded.

Does anyone know more about this bug? I need this fixed badly. Thanks.

EDIT: I would also like to know how to disable the minelimit messages. The ones that automatically come up as a host message.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Sat, 18 Jun 2005 17:43:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I find out what MIGHT be the problem. I redid modifications pieces by pieces, and when I deleted the Pistol and C4 powerups for Soldiers, Snipers, Ramjets, I got that forcetc bug saying: Player is not finished with loading yet.

That, and I want to find out how to disable minelimit messages that automatically popup.

EDIT: That entry of DefaultWeapons in the server2.ini (for regular soldiers pistol and c4, engys get two extra remotes, etc..), you can change the default soldiers preset. I removed te two entries (pistol+C4), but it still pops up. Is there a specific way to remove them without objects.aow?

Subject: Re: Server Side Sniper Mod
Posted by [reborn](#) on Mon, 20 Jun 2005 01:30:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

you are better off doing this stuff in the objects.ddb mod.. however i think you might of still left the " " marks on the default weapons list, you need to remove them.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Mon, 20 Jun 2005 10:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I DID remove them too, It just said

[Default] (Or whatever the section is called exactly)

Nothing more. So I also removed 1= and 2=

About the objects, when I do it in there (which I prefer also), then the forcetc bug comes up, I either need a fix for this, or an alternate way to delete pistol+c4 powerups.

Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 23 Jun 2005 01:49:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I fixed minelimit messages.

But when i disable setjoin/viewjoin commands, they still work (usermessages module)

About pistol+c4, I added them back, and everything works correctly.

C4 has no AMMO. Pistol has regular ammo and is allowed until it's fixed.

So 2 questions:

- How do I disable setjoin/viewjoin (still works after disabling usermessages module)
- How do I remove pistol+c4 with server2.ini (with objects, it causes forcetc and other issues)

Subject: Re: Server Side Sniper Mod

Posted by [LucefieD](#) on Thu, 23 Jun 2005 02:51:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you ever get the buildings to work? I believe if you set their health to -1 they cant die.

Subject: Re: Server Side Sniper Mod

Posted by [TD](#) on Thu, 23 Jun 2005 09:52:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I set them to be destroyed at start, I just need an answer on my two questions in my previous post.

Subject: Re: Server Side Sniper Mod

Posted by [theplague](#) on Thu, 23 Jun 2005 11:24:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

remove the setjoin veiwjoin commands from the config files in brenbot directory

Subject: Re: Server Side Sniper Mod

Posted by [TD](#) on Thu, 23 Jun 2005 20:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Which file exactly and what do I type in / delete and where?

BTW, what is difference between kick commands, I know them like this:

!qkick = Kick and auto-allow
!kick = Ban until !allow, or 24 hours pass
!ban = Name ban
!kb = Ip ban

Are these correct? So If I join with a nickname and !kb it, and come in with that name somewhere else, can I play?

And If I !ban it instead, and I come with it somewhere else, does it mean I cannot get in because name is banned?
