Subject: Making Serverside M0-M13.mix maps
Posted by {DG}Stryder on Thu, 22 Jul 2004 05:07:26 GMT

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Can't you just create the GDI Barracks controller and get the ID of it? Then use that in server2.ini of SSAOW.

PS: I found this topic when I was searching the forums for a possible "How to" or tutorial on how to get the server side single player maps to work properly. Yes, I have deleted the bot spawners and added PTs, player spawners, refinery controllers, barracks/hon controllers so you can have an income and purchase non-basic infantry. I don't know what I'm doing wrong, but when I host it on my dedicated server on LAN, I can't join the game to test it because the text is grayed out.