Subject: Re: buildings inrepairable, friendly fire?
Posted by Kanezor on Sat, 28 May 2005 04:25:13 GMT
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flyingfoxok, would any server owner (I mean major server owner, the owner of a 24-32 player) be willing to turn these settings on for a couple of days gaming? I think this would be really fun. we always play the same maps, with the same settings, over and over and over. unrepairable buildings would mean faster games and different gameplay (everyone defending or attacking, no screwing around). friendly fire, if not abused, makes people watch where they shoot in a crowded place. especially in buildings! how about it? In 2 years, I think I've played only a few games with indestroyable buildings. I really would like to see more of this, and less of the same gameplay in virtually every public server on WOL.To answer your question (I don't think anyone has yet; they've only provided critisism): edit your svrcfg_cnc.ini. Look for the line "CanRepairBuildings=yes", change it to "CanRepairBuildings=no".

That should work for what you want.