
Subject: Sniper Mod (just a objects.aow copy and past)

Posted by [theplague](#) on Fri, 17 Jun 2005 10:49:40 GMT

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

Well, since it's bugging me explaining everything, i've made my own thinggy...

Stuff in it:

- Snipers cost 0
- No credit tickel
- No vehicles (not even harvy... cos swishz are anoying)
- Spawn as minigunner but can't move until you buy a sniper
- Invincible for 5 seconds after spawn to prevent spawn killing (or until you buy a sniper)
- Snipers can be bought from the first menu (eg, minigunner is dead eye and shotgun is havic)
- Can't damage buildings (but the announce things still go off, but you can change a setting in server2.ini)
- No blown up buildings (cos it looks ugly)
- No beacons
- No fall damage

Settings you need to change:

- Set start credits to 1000 (for new players who don't know about first menu buy)
- Set drop weapons to 0 for each map (in server2.ini)
- Set announce building damage to 0 or interval to 9999999

This should work on all maps (including those with stuff like com centers) (i've tested a few, not all)

Notes:

- If there is any bugs or things you want me to pop into the mod, please post it
- You need to install AOW 1.34 before you apply this mod (get it from <http://www.renguard.com>)

Further: I hope FnFall reads this post..lol, cos your current running mod is shocking and you don't have the !rg command !!!

File Attachments

1) [objects.zip](#), downloaded 167 times
