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Subject: Re: Disabling Base Defenses/Preventing Base Destruction

Posted by [Cpo64](#) on Sat, 18 Jun 2005 01:07:54 GMT

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Cyber030 wrote on Thu, 16 June 2005 23:57 already tried setting mct settings to blamo, I could still injure the buildings.

The building has 3 skins, the mtc, the Interior, and the Exterior, you would need to change all of them, but I don't know if that would work for clients...

If you set it up as a heal script you will still get points off the buildings.

You need to go into LE and open each building controler, and set them from there default settings to blamo.

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