Subject: Comments on Timeless Thursday on n00bstories.com Server
Posted by General Havoc on Fri, 28 Nov 2003 21:36:44 GMT
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How about a day without base defences? You play the normal maps without the base defences active. It could make some interesting play. Easy to doas well.

Here's the technical stuff. You need to rename the scripts.dll (and scripts2.dll) to something like scripts.dl_ (and scripts2.dl_) in the FDS folder when you wish to have the base defences disabled. You can get a program written by someone to rename the files for convinience if you really wanted to. That's it.

As the FDS has no scripts, the base defences do not function (including turrets), however vehicles, harvesters, stealth and everything else works as normal. No need for your players to do anything as the server controls the base defences.

Simply rename them back when you want them enabled again.