
Subject: SSAOW

Posted by [Buggy](#) on Mon, 20 Dec 2004 21:27:39 GMT

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Server.ini

[Server]

Config = svrcfg_cnc.ini

GameType = WOL

Nickname = cncxp

Password = *****

Serial = *****

LoginServer = European Server

Port = 4848

GameSpyGamePort = 4848

GameSpyQueryPort = 0

BandwidthUp = 0

NetUpdateRate = 10

AllowRemoteAdmin = true

RemoteAdminPassword = *****

RemoteAdminIP = 81.169.137.171

RemoteAdminPort = 4853

server2.ini

[General]

FDSLogRoot=ssaow\ssaowlog

ReportBuildingDamage=0

BuildingDamageInterval=30.0

ReportBuildingDeath=0

BuildingDeathRewardPage=0

EnableDropWeapons=1

EnableWeather=1

PlayObCharge=1

ShowPlayerPurchases=0

ShowPlayerKillMessage=0

LogVehicleCreate=1

LogHarvesterDeath=0

LogVehicleDeath=0

PlayVehicleDeathAnimations=1

EnableVehicleDamageAnimations=1

AFKKick=0

AFKWait=600

AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"

EnableObGlitchProtect=0

ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"

EnableB2BProtect=0

```
B2BPageMessage="Warning! You might be kicked for base to base attacking!"
DestroyPlayerVeh=0
Enable_GameLog=1
```

```
; [MapName]
```

```
;
; This area is where the type of precipitation created for the map due to the
; EnableWeather feature is stored. The section is the map name. Besides the
; key 'WeatherType', you can specify one of three different types of
; precipitation: Rain, Snow, or Ash.
```

```
[C&C_Field.mix]
```

```
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0
```

```
[C&C_Under.mix]
```

```
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_LittleHillRumble2.mix]
```

```
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_CliffsLX.mix]
```

```
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_Volcano.mix]
```

```
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

[C&C_Complex.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Sand.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_City.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ruins0X.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_BunkersTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tib_Pit_3.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_IslandsEVO.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_FieldTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&c_River_RaidTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_SeasideCanyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_WallsReloaded.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Sunken2.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Metropolis.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Gobi.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_GlacierTS.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_River_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tobruk.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hangmans_canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Uphill.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Damm.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Woodland.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_High_Noon_2.1.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_LunarLanding.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Siege.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MetroTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Terrace.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Golf_Course.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Desert_Siege2.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ruins.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_BasinTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Cairo.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Forgotten_Town.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tropics.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hangmans_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mars.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Big_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Fortress2k4.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tib_Forest.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tiberium_Cave.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Cliffs.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Quick_Draw.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_High_Altitude.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Worty_Classic.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ravine.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mines.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Pacific.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mutation.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Gigantomachy.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MinesTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Conquest_Winter.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_CountrySide.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Bio.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Plunder_Valley.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Underpass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MutationRedux.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Dusk.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_SideWinder.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Prision_Camp.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

```
[C&C_Duel_Arena.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_Islands_KOTH.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
[C&C_Mutant_Lab.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

[Translated_Preset]

; This is the Preset Name Library section. Here, preset names are translated to
; text names. For instance, for the GDI Barracks, which has the key
; "mp_GDI_Barracks", you can have the FDS output "GDI Barracks", or "Barracks",
; or even "GDI Soldier Factory". You can also add your own keys here if you ever
; see one missing from the library. If the FDS can not find the preset here, it
; will output the preset name, such as "mp_GDI_Barracks".

```
mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
```

GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_Minigunner_0="GDI Minigunner"
CnC_GDI_Minigunner_1Off="GDI Officer"
CnC_GDI_Minigunner_2SF="Deadeye"
CnC_GDI_Minigunner_3Boss="Havoc"
CnC_GDI_Minigunner_3Boss_ALT2="Havoc"
CnC_GDI_Minigunner_3Boss_ALT3="Havoc"
CnC_GDI_Minigunner_3Boss_ALT4="Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"

```
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"
```

```
; Kill Messages are as followed. SSAOW will use one of the defined strings below
; for when it displays a kill message. Note that ShowPlayerKillMessage must be
; enabled for these kill messages to be used.
```

```
;
; SvSKillMsg = Kill messages for soldier VS soldier fights.
; VvSKillMsg = Kill messages for vehicle VS soldier fights.
```

```
;
; Inside the strings, you can use 4 special words to define where the player's
; name, the killer's name, the player's preset, and the killer's preset are
; placed:
```

```
;
; <killer> = Killer's name
; <killed> = Player's name
; <killerpreset> = Killer's preset
; <killedpreset> = Player's preset
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)
```

```
;
; To define a new string, use the key "Str#=", where # is the next number in the
; sequence. Be sure that the "Total=" key is the correct amount of strings
; defined.
```

```
[SvSKillMsg]
```

```
Total=10
```

```
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
```

Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]

Total=5

Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"

Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"

Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"

Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"

Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

; WeaponStart - Here, you can define what weapons (powerups) are given to a player
; when he/she spawns.

;

; WeaponStartEngL1 = Basic Engineer weapons.

; WeaponStartEngL2 = Advanced Engineer weapons. (Hotwire/Tech)

; WeaponStartOther = Other soldier's weapons.

;

; The name of the list you define here containing the weapons should be the value
; of one of the keys above under the map's settings.

;

; [C&C_Field.mix]

; WeaponStartEngL1="DefaultEngL1"

; WeaponStartEngL2="DefaultEngL2"

; WeaponStartOther="DefaultOther"

;

; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.

[DefaultEngL1]

01="CnC_POW_MineTimed_Player_01"

02="POW_Pistol_Player"

03="CnC_POW_MineRemote_02"

[DefaultEngL2]

01="CnC_POW_MineRemote_02"

02="POW_Pistol_Player"

03="CnC_POW_MineTimed_Player_02"

04="CnC_MineProximity_05"

[DefaultOther]

01="CnC_POW_MineTimed_Player_01"

02="POW_Pistol_Player"

```
; Disable List - Here, you can set up any amount of lists of objects that should
; be disabled on a map. The "DisabledList=" key should be defined in the map's
; settings above, and the value should be set to the name of the list you define
; below. For example:
;
; [C&C_Field.mix]
; DisabledList="L1"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.
;
; List L1 defined below is a test list. This list disables the Havoc and Sakura
; characters, as well as the GDI Mammoth Tank.
```

```
[L1]
01="CnC_GDI_MiniGunner_3Boss"
02="CnC_GDI_MiniGunner_3Boss_ALT2"
03="CnC_GDI_MiniGunner_3Boss_ALT3"
04="CnC_GDI_MiniGunner_3Boss_ALT4"
05="CnC_Nod_Minigunner_3Boss"
06="CnC_Nod_MiniGunner_3Boss_ALT2"
07="CnC_GDI_Mammoth_Tank"
```

gamespy.ini

```
[Server]
Config = svrcfg_cnc.ini
GameType = GameSpy
Port = 4848
GameSpyGamePort = 4848
GameSpyQueryPort = 0
BandwidthUp = 0
NetUpdateRate = 8
AllowRemoteAdmin = true
RemoteAdminPassword = *****
RemoteAdminIP = 81.169.137.171
RemoteAdminPort = 4853
```

brenbot.cfg

```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.

BotName = brenbot_Win32
BotFullName = BlazeRegulator/BRenBot
```

IrcServer = irc.n00bstories.com
IrcPort = 6669
IrcChannel = #cnc-xp

#---Q/NickServ-----

Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword
Note for NickServ auth you give the name of nickserv and the full ident string as example
NickServauth = 1
NickServname = NickServ
NickServauth = identify RenBot01 mypassword

#--Windows or Linux-----

BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.

BotMode = WIN32

#--Remote Admin Settings-----

The next 3 lines should be the same info that is in your server.ini
Note: Although it says "Linux" its the same for Win32

RenRemLinuxHost = 81.169.137.171
RenRemLinuxPort = 4853
RenRemLinuxPassword = *****

#--FDS Installation-----

Verify these paths are correct with your Renegade installation.
Note: FDSLogFilePath must end with the trailing slash (as example below)!!
Note: Linux users use forward slashes (/) in your paths.

FDSConfigFile = D:\Renegade\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = D:\Renegade\Server\

#--Miscellaneous Settings-----

Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 600
LadderLookup currently not working. Do not turn it on or it will hang the bot.
EnableLadderLookup = 0
Set this to 0 or anything but 1 to disable voting.
VotingEnabled = 1
How long people get to place votes. Default here is 60 seconds.
VotingPeriod = 60
Set vehicle kick to 1 for Sniper servers
VehicleKick = 0


```
#--BR Configuration Files-----
# BR Config Files - You shouldn't have to change these names. You can still open them with
notepad.
AutoAnnounceFile = autoannounce.brf
Messagesfile = messages.brf
AdminsFile = admins.brf
MastersFile = masters.brf
KickLogFile = kicklog.brf
BanLogfile = banlog.brf

Generate_Gamespy_Queries = 1

# Generate independant gamespy queries, instead of quering the orignal GSA UDP Query
# handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

# The query handler listens on this port

Broadcast_Server_To_Gamespy = 1

# Broadcast the query handler to gamespy.
# If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
# BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

# Gamelog / Donate Settings

# Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player
# tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot
# can find out, if a player has loaded the map. you can disable it here.
# BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate_Donate_From_Gamelog = 1

# Delete gamelog files instead of archiving it. Normally, brenbot archives it.

# Delete_Gamelog_Files = 1

#--End Configuration-----

renguard.cfg

# renguard config file

# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1
```

= enable, 0 = disable.

Pure_Mode = 0

Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com
(numeric)
0 if you do not have a motd.

motd = 0

how to notify non renguard users. available options: msg , page, off
page is WOL only. if you disable it, it will only do the kick message.
be sure to put it into your motd then

notify = msg

FDS Settings

Mode - either LFDS or WIN32
Mode = WIN32

Path to svrcfg_cnc.ini
FDSConfigFile = C:\Westwood\RenegadeFDS4\Server\Data\svrcfg_cnc.ini

Path to Main Server Dir, do not forget trailing slash.
FDSLogFilePath = C:\Westwood\RenegadeFDS4\Server\

RenRem Settings. Even if they say Linux, it works for Windows too.
Must be 8 characters for WIN32
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 8500
RenRemLinuxPassword = password
