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Subject: Problems with CorePatch 1.2 on my server  
Posted by [\[lwd\]WarZman](#) on Wed, 12 Jan 2005 14:23:23 GMT  
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here you got my server2.ini

```
[General]
FDSLogRoot=ssaow\ssaowlog
ReportBuildingDamage=0
BuildingDamageInterval=30.0
ReportBuildingDeath=1
BuildingDeathRewardPage=1
EnableDropWeapons=0
EnableWeather=0
PlayObCharge=1
ShowPlayerPurchases=1
ShowPlayerKillMessage=1
LogVehicleCreate=1
LogHarvesterDeath=1
LogVehicleDeath=1
PlayVehicleDeathAnimations=0
EnableVehicleDamageAnimations=0
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
[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]

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"

#### [SvSKillMsg]

Total=10

Str1="<killer> pancaked <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>)"

[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"

[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"