
Subject: Server Crash

Posted by [Nightma12](#) on Fri, 18 Feb 2005 17:28:48 GMT

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; ---

; Settings for the Server Side AOW Library

;
; Settings that control the extended settings for your All Out War server are
; present in this file. Change these settings to configure how your All Out War
; server will be ran.

;
; *****
;
;

[General]

; This option causes certain vehicles to leave remains when destroyed.
; When a vehicle is destroyed, it will leave behind a destroyed version of the vehicle.
; This destroyed version can be killed for more points, or repaired to bring the tank back to life.
; The vehicles that will leave behind remains are the GDI Humm-vee, Nod Buggy, GDI APC,
; GDI Medium Tank, and Nod Light Tank.

EnableVehicleWreckages=1

; This enables crates for every map. Crates turns those little yellow boxes into a lottery-based
; system that can help turn the tide of any game, and could lead to some pretty fun times.
; A list of available crates and details is available in crates.cfg. You can configure the crates
; under the subsection Crates

EnableCrates=1

; FDSLogRoot=
;
; This setting determines where the logs for the FDS data recorded by the newer
; additions are written to. This is only the root part of the text file; the date
; will still be added to the end of the file name. IE if you set this to
; 'renlog', the log data will be written to "renlog_<date>.txt". Default is
; 'ssaow\ssaowlog'.
;
; Note: If you set this to 'renlog', it will be written to the same log output
; file and could be read by older server side bots.

FDSLogRoot=ssaow\ssaowlog

; MapIDDebug=
;
; This setting allows for the FDS to report any ID numbers that can be used to
; identify the loaded map in this file. It is useful for trying to enable fan
; maps to work. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 0.

MapIDDebug=0

; ReportBuildingDamage=
; BRenBot does not require this option to be enabled for the !buildings command
; to function properly. Its best to leave this turned OFF unless you have an
; other bot which uses this feature.
;
; This setting allows for the FDS to report when a building is under attack, who
; is attacking the building, and what the attack is. Set this to 1 to enable
; this option. Set this to 0 to disable this option. Default is 1.

ReportBuildingDamage=1

; BuildingDamageInterval=
;
; This setting determines how long time should elapse before a building reports
; if it is under attack. If ReportBuildingDamage is off, ignore this option.
; Default is 30 seconds.

BuildingDamageInterval=30.0

; ReportBuildingDeath=
;
; This setting allows for the FDS to report when a building has been destroyed,
; who killed it, and what the killer was. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

ReportBuildingDeath=1

; BuildingDeathRewardPage=
; BRenBot does not require this option to be enabled for the !buildings command
; to function properly. Its best to leave this turned OFF unless you have an
; other bot which uses this feature.
;
; This setting will allow the FDS to send a reward page to the player who kills
; a building. The message is simple: "X has been destroyed thanks to you!",
; where X is the building name. This has no game play value. Set this to 1 to
; enable this option. Set this to 0 to disable this option. Default is 0.

BuildingDeathRewardPage=1

; EnableDropWeapons=
;
; This setting allows for players to drop their main weapon when they are killed.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.
; THIS HAS BEEN DISABLED AND MOVED INTO THE MAP SECTION, SEE FIELDTS!!
; IT IS DEFAULTED TO 1

; EnableDropWeapons=1

; EnableWeather=
;
; This setting allows for flowing weather to be drawn on your server. The type
; of precipitation that falls is determined below. This setting does not affect
; game play; however, it can cause performance to drop to some players. Set this
; to 1 to enable this option. Set this to 0 to disable this option. Default is
; 1.

EnableWeather=1

; PlayObCharge=
;
; This setting allows the Nod Obelisk to play a powerup animation before it
; fires. The Obelisk and game play are not affected by this setting; however,
; it can cause performance to drop to some players. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

PlayObCharge=1

; ShowPlayerPurchases=
;
; This setting allows the FDS to report when a player purchases a character.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

ShowPlayerPurchases=1

; ShowPlayerKillMessage=

; ;
; This setting allows the FDS to report when a player is killed, who killed the
; player, and what character the two players were. Set this to 0 to disable this
; option. Default is 0.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

ShowPlayerKillMessage=1

; LogVehicleCreate=

; ;
; This setting allows for the FDS to report when a vehicle is 'created'.
; Usually this occurs when a vehicle is purchased. A server side bot can
; combine this with the "player purchased a vehicle" line written to the renlog
; file to create a message similar to "vloktboky purchased a GDI Humm-vee". Set
; this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

LogVehicleCreate=1

; LogHarvesterDeath=

; ;
; This setting allows the FDS to report when the harvesters are destroyed, who
; killed the harvester, and what the killer was. LogVehicleDeath does not affect
; this option. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 1.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

LogHarvesterDeath=1

; LogVehicleDeath=

; ;
; This setting allows the FDS to report when a vehicle is killed, who killed the
; vehicle, and what the killer was. Set this to 1 to enable this option. Set
; this to 0 to disable this option. Default is 0.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

LogVehicleDeath=1

; PlayVehicleDeathAnimations=

; ;
; This setting allows for vehicles that are destroyed to play a destruction
; animation. This setting does not affect game play; however, it can cause
; performance to drop to some players. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

PlayVehicleDeathAnimations=1

; EnableVehicleDamageAnimations=

;
;
; This setting allows for vehicles to play damage animations when they lose
; health. If enabled, vehicles will have small explosions and catch on fire as
; they drop below a certain point in their total health. This setting does not
; affect game play; however, it can cause performance to drop to some players.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableVehicleDamageAnimations=1

; AFKKick=

;
;
; This setting allows for the Auto AFK Kicker to be turned on. This setting will
; warn and kick any users who do not move for the specified time. (See below)
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.
; There is a BUG in this which will occasionally kick players who are not
; really AFK, dont turn it on.
; Also when the player is alone in the server and has 'gameplay pending'
; eventually he will be kicked after the expired.

AFKKick=0

; AFKWait=

;
;
; This option controls how long (in minutes) a person is allowed to remain
; inactive before the player is kicked for being idle. If AFKKick is disabled,
; ignore this option. This setting must be at least 2. (two minutes) Default is
; 10. (ten minutes)
; Just leave this on 600minutes and dont enable it, it has bugs in the feature as
; described above.

AFKWait=600

; AFKPageMessage=

;
;
; This option controls what message is paged to an inactive player one minute
; before the player is kicked for being idle. This message can not exceed 200
; characters. If AFKKick is disabled, ignore this option. Default message is
; "Warning! You might be kicked for being AFK/Idle if you do not move!".

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

; EnableObGlitchProtect=

;
;
; This setting allows the FDS to prevent players from glitching the obelisk. If
; the obelisk fires at the player for 8 times in a row, the player is warned. If
; the obelisk fires at the player for 10 times in a row, the player is kicked.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

EnableObGlitchProtect=0

; ObGlitchPageMessage=
;
; This option controls what message is paged to a player who is glitching the
; obelisk two minutes before the player is kicked. This message can not exceed
; 200 characters. If EnableObGlitchProtect is disabled, ignore this option.
; Default message is "Warning! You might be kicked for glitching the Obelisk!"

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

; EnableB2BProtect=
;
; This setting allows the FDS to prevent players from base to base attacking.
; Currently, this option only works for C&C_Islands.mix. If the player attacks
; the building from an illegal position 4 times in a row, the player is warned.
; If the player attacks the building from an illegal position 6 times in a row,
; the player is kicked. Set this to 1 to enable this option. Set this to 0 to
; disable this option. Default is 0.

EnableB2BProtect=0

; B2BPageMessage=
;
; This option controls what message is paged to a player who is base to base
; attacking before they are kicked. This message can not exceed 200 characters.
; If EnableB2BProtect is disabled, ignore this option. Default message is
; "Warning! You might be kicked for base to base attacking!"

B2BPageMessage="Warning! You might be kicked for base to base attacking!"

; DestroyPlayerVeh=
;
; This setting allows the server to destroy the vehicle a player is in when the
; player leaves the server and/or commits suicide. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 0.

DestroyPlayerVeh=0

; This enables Gamelog logging. If you want to turn it off, set it to 0.
; Note: Some of BRenBot's Features will not work then

Enable_Gamelog=0

; Here you can set the crate percentages. If you want to disable specific crate,
; set it to 0. Make sure the total sum is 100, or SSAOW will take its defaults.
; The stealth crate only works if everyone on your server has CP1 or higher.

[Crates]

Weapon=15

Money=13

Points=13

Vehicle=10

Death=6

Tiberium=6

Ammo=5

Armor=5

Health=5

Character=4

ButterFingers=3

Spy=3

Stealth=3

Refill=3

Beacon=2

God=2

Thief=2

; [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_Walls.mix]

WeatherType=Rain

WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

GDIRVC_X=-9.480031

GDIRVC_Y=-205.716034

GDIRVC_Z=-2.577033

GDIRVC_Face=84.120964

GDIRVCP_X=-11.487620

GDIRVCP_Y=-220.104431

GDIRVCP_Z=-3.577033

GDIRVCP_Face=84.073631

NodRVC_X=-52.634510
NodRVC_Y=212.256439
NodRVC_Z=-2.577033
NodRVC_Face=-95.246979
NodRVCP_X=-52.614838
NodRVCP_Y=219.711349
NodRVCP_Z=-3.552859
NodRVCP_Face=-87.735405
DisableList="Extras"

[C&C_Mesa.mix]

WeatherType=Rain
GDIRVC_Y=-87.025269
GDIRVC_X=-22.135242
GDIRVC_Z=1.105895
GDIRVC_Face=89.505226
GDIRVCP_Y=-82.588554
GDIRVCP_X=-5.961161
GDIRVCP_Z=0.105895
GDIRVCP_Face=89.329987
NodRVC_Y=124.705795
NodRVC_X=3.684499
NodRVC_Z=1.5444786
NodRVC_Face=-48.112946
NodRVCP_Y=132.744431
NodRVCP_X=-5.664163
NodRVCP_Z=1.544786
NodRVCP_Face=-48.168800
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Glacier_Flying.mix]

WeatherType=Snow
DisableList="Extras"

GDIRVC_X=52.584122
GDIRVC_Y=-94.876297
GDIRVC_Z=1.105895
GDIRVC_Face=33.724937
GDIRVCP_X=33.475666
GDIRVCP_Y=-107.598297
GDIRVCP_Z=1.105895
GDIRVCP_Face=33.773483
NodRVC_X=-143.889099
NodRVC_Y=79.443176
NodRVC_Z=1.105895

NodRVC_Face=-28.448231
NodRVCP_X=-151.296158
NodRVCP_Y=90.255882
NodRVCP_Z=1.105895
NodRVCP_Face=-46.934597

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
ToggleBD=0
WeatherType=Rain

NodTurret1_X=-25.259
NodTurret1_Y=-166.069
NodTurret1_Z=-1
NodTurret1Rebuy_X=-23.080
NodTurret1Rebuy_Y=-169.631
NodTurret1Rebuy_Z=-1.311
NodTurret2_X=-46.668
NodTurret2_Y=-134.398
NodTurret2_Z=-0.187
NodTurret2Rebuy_X=-49.828
NodTurret2Rebuy_Y=-134.320
NodTurret2Rebuy_Z=-0.831
DisableList="Extras"

GDIRVC_X=-129.783051
GDIRVC_Y=76.742599
GDIRVC_Z=0.01852
GDIRVC_Face=-90.000
GDIRVCP_X=-129.783051
GDIRVCP_Y=85.742599
GDIRVCP_Z=0.01852
GDIRVCP_Face=0.000
NodRVC_X=-124.923019
NodRVC_Y=-196.427875
NodRVC_Z=1.168
NodRVC_Face=90.000
NodRVCP_X=-124.923019
NodRVCP_Y=-204.427875
NodRVCP_Z=1.522
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-75.909
GDIRVC_Y=144.947
GDIRVC_Z=1.118
GDIRVC_Face=0.000
GDIRVCP_X=-80.703
GDIRVCP_Y=139.754
GDIRVCP_Z=0.000
GDIRVCP_Face=90.000
NodRVC_X=-94.879
NodRVC_Y=-122.492
NodRVC_Z=1.124
NodRVC_Face=-90.000
NodRVCP_X=-101.457
NodRVCP_Y=-122.605
NodRVCP_Z=-0.019
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Complex.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-51.219
GDIRVC_Y=192.315
GDIRVC_Z=1.209
GDIRVC_Face=-80.000
GDIRVCP_X=-58.488
GDIRVCP_Y=190.628
GDIRVCP_Z=0.003
GDIRVCP_Face=10.000
NodRVC_X=-32.687
NodRVC_Y=-176.364
NodRVC_Z=1.253
NodRVC_Face=78.000
NodRVCP_X=-40.040
NodRVCP_Y=-177.890
NodRVCP_Z=0.000
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Volcano.mix]
ToggleBD=1
WeatherType=Ash

GDIRVC_X=148.624924
GDIRVC_Y=-83.466896
GDIRVC_Z=-3.528745
GDIRVC_Face=-118.000
GDIRVCP_X=148.624924
GDIRVCP_Y=-90.466896
GDIRVCP_Z=-3.594
GDIRVCP_Face=-118.000
NodRVC_X=-38.412956
NodRVC_Y=124.800880
NodRVC_Z=-3.416
NodRVC_Face=7.000
NodRVCP_X=-38.412956
NodRVCP_Y=130.800880
NodRVCP_Z=-3.633
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"

[C&C_Walls_Flying.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-9.480031
GDIRVC_Y=-205.716034
GDIRVC_Z=-2.577033
GDIRVC_Face=84.120964
GDIRVCP_X=-11.487620
GDIRVCP_Y=-220.104431
GDIRVCP_Z=-3.577033
GDIRVCP_Face=84.073631
NodRVC_X=-52.634510
NodRVC_Y=212.256439
NodRVC_Z=-2.577033
NodRVC_Face=-95.246979

NodRVCP_X=-52.614838
NodRVCP_Y=219.711349
NodRVCP_Z=-3.552859
NodRVCP_Face=-87.735405

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_City_Flying.mix]
WeatherType=Rain

GDIRVC_X=54.951
GDIRVC_Y=-201.937
GDIRVC_Z=-1.915
GDIRVC_Face=64.700
GDIRVCP_X=53.275
GDIRVCP_Y=-211.463
GDIRVCP_Z=-3.636
GDIRVCP_Face=63.406
NodRVC_X=-58.038
NodRVC_Y=222.676
NodRVC_Z=-2.266
NodRVC_Face=-116.461
NodRVCP_X=-67.750
NodRVCP_Y=209.262
NodRVCP_Z=-2.952
NodRVCP_Face=62.544

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_City.mix]
WeatherType=Rain

GDIRVC_X=54.951
GDIRVC_Y=-201.937
GDIRVC_Z=-1.915
GDIRVC_Face=64.700
GDIRVCP_X=53.275
GDIRVCP_Y=-211.463
GDIRVCP_Z=-3.636
GDIRVCP_Face=63.406
NodRVC_X=-58.038

NodRVC_Y=222.676
NodRVC_Z=-2.266
NodRVC_Face=-116.461
NodRVCP_X=-67.750
NodRVCP_Y=209.262
NodRVCP_Z=-2.952
NodRVCP_Face=62.544

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Field.mix]
WeatherType=Rain

GDIRVC_X=98.022
GDIRVC_Y=-71.006
GDIRVC_Z=1.078
GDIRVC_Face=90.000
GDIRVCP_X=105.128
GDIRVCP_Y=-67.966
GDIRVCP_Z=-0.073
GDIRVCP_Face=180.000
NodRVC_X=-7.865
NodRVC_Y=87.515
NodRVC_Z=1.344
NodRVC_Face=180.000
NodRVCP_X=-7.388
NodRVCP_Y=94.225
NodRVCP_Z=0.061
NodRVCP_Face=-90.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Under.mix]
WeatherType=Snow
GDIRVC_X=-196.998
GDIRVC_Y=-66.066
GDIRVC_Z=-1.946
GDIRVC_Face=0.000
GDIRVCP_X=-205.692
GDIRVCP_Y=-65.578
GDIRVCP_Z=-3.295
GDIRVCP_Face=0.000

NodRVC_X=-90.586
NodRVC_Y=117.776
NodRVC_Z=-2.537
NodRVC_Face=-90.000
NodRVCP_X=-101.586
NodRVCP_Y=117.776
NodRVCP_Z=-3.891
NodRVCP_Face=-90.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Hourglass.mix]
WeatherType=Rain
GDIRVC_X=-46.628
GDIRVC_Y=-203.742
GDIRVC_Z=-2.279
GDIRVC_Face=141.262
GDIRVCP_X=-37.872
GDIRVCP_Y=-221.244
GDIRVCP_Z=-3.633
GDIRVCP_Face=141.262
NodRVC_X=253.071
NodRVC_Y=-24.486
NodRVC_Z=-2.311
NodRVC_Face=-115.598
NodRVCP_X=-60.231
NodRVCP_Y=222.059
NodRVCP_Z=-3.633
NodRVCP_Face=-50.035
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"
[C&C_FieldTS.mix]
EnableDropWeapons=0
GDIRVC_X=98.5176
GDIRVC_Y=-70.3238
GDIRVC_Z=0.900
GDIRVC_Face=57.583
GDIRVCP_X=98.5176
GDIRVCP_Y=-80.3238
GDIRVCP_Z=0.900
GDIRVCP_Face=-123.146

NodRVC_X=-128.690
NodRVC_Y=103.001
NodRVC_Z=0.623
NodRVC_Face=-128.690
NodRVCP_X=-120.690
NodRVCP_Y=103.001
NodRVCP_Z=0.620
NodRVCP_Face=0.000

[C&C_Siege.mix]

GDIRVC_X=188.683
GDIRVC_Y=-26.792
GDIRVC_Z=-3.613
GDIRVC_Face=57.583
GDIRVCP_X=181.683
GDIRVCP_Y=-26.792
GDIRVCP_Z=-3.613
GDIRVCP_Face=-123.146
NodRVC_X=-178.690
NodRVC_Y=-56.001
NodRVC_Z=-3.620
NodRVC_Face=-90.000
NodRVCP_X=-190.690
NodRVCP_Y=-51.001
NodRVCP_Z=-3.620
NodRVCP_Face=0.000

[C&C_BunkersTS.mix]

ToggleBD=1

GDIRVC_X=61.792
GDIRVC_Y=-175.683
GDIRVC_Z=-3.256
GDIRVC_Face=57.583
GDIRVCP_X=68.512
GDIRVCP_Y=-164.303
GDIRVCP_Z=-5.085
GDIRVCP_Face=-123.146
NodRVC_X=-66.001
NodRVC_Y=171.690
NodRVC_Z=-2.623
NodRVC_Face=-90.000
NodRVCP_X=-70.401
NodRVCP_Y=180.466
NodRVCP_Z=-3.620
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"

[C&C_Conquest_Winter.mix]

GDIRVC_X=334.496
GDIRVC_Y=-259.888
GDIRVC_Z=49.275
GDIRVC_Face=0.000
GDIRVCP_X=329.608
GDIRVCP_Y=-252.692
GDIRVCP_Z=48.056
GDIRVCP_Face=-90.000
NodRVC_X=-15.658
NodRVC_Y=113.757
NodRVC_Z=2.725
NodRVC_Face=180.000
NodRVCP_X=-23.609
NodRVCP_Y=115.746
NodRVCP_Z=1.545
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[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"

[Extras]

01="CnC_GDI_Mutant_0_Mutant"
02="CnC_Nod_Mutant_0_Mutant"

03="CnC_GDI_Mutant_1Off_Acolyte"
04="CnC_Nod_Mutant_1Off_Acolyte"
05="CnC_GDI_Mutant_2SF_Templar"
06="CnC_Nod_Mutant_2SF_Templar"
07="CnC_Civilian_Pickup01_Secret"
08="CnC_Civilian_Sedan01_Secret"
09="Nod_Chameleon"

[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]
; DisableList="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"

seems ok to me =/
