
Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 01:50:22 GMT
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So I just delete the chars and vehicles from preset?

Cant I just disable them from the PT settings by deleting them in THOSE settings?

BTW, spawning as deadeye results in crash as far as I know. I just make the standard soldier spawn without weapons, and disable pistol and c4 powerups for the snipers.

Is there a way to disable BUILDINGS instead? So I can put the snipers in free characters?

I downloaded the new SSAOW and the FDS stuff got reinstalled. Everything works fine now.

So all I need to do is, rename objects.aow to objects.ddb and edit it, when done, save, then rename back to objects.aow and put it in FDS data folder again?
