
Subject: Re: Server Side Sniper Mod
Posted by [TD](#) on Thu, 16 Jun 2005 22:25:58 GMT
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I tried blamo, didnt work.

What about points for damage per building? If I set them all to 0, would that cause a 0-bug?

And how can I disable base defenses completely? Turret, obelisk ignoring everything. (agt does it already).

BTW, when I use this mod, !forcetc does not work. It says that the player has not finished loading yet? Im not sure this mod causes it, but could be. Does anyone know more of this bug?
