
Subject: Re: Inf Mod Trouble

Posted by [Spyder](#) on Mon, 18 Dec 2006 22:00:36 GMT

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How about this:

You go to the harvester preset -> You go to the properties -> You select the 'Is Fake' preset. Just add the Weapons Factory and Airstrip Building Controllers but disable the vehicles this way: Global Settings -> Purchase Settings -> Vehicles [GDI]/[NOD]. Then open it up and set the 'Vehicle Preset' like 'CnC_Humvee_Player' to 'None'.

Now it should work fine, and the players can't buy any vehicles.
