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Subject: Re: FDS

Posted by [Goonhaven](#) on Sun, 09 Mar 2008 14:53:23 GMT

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ExEric3 wrote on Sat, 08 March 2008 19:26 Define gametype in map section (ssgm.ini under Crates definition) and comment gametype in general section.

So (for example) if I wanted to make it sniping mode on C&C Field.mix I'd add [C&C\_Field.mix]GameMode=3 underneath GameMode=1 in the General section and add GameMode=3 underneath [C&C\_Field.mix] and before WeatherType=Rain in the maps section, yes?

OR do you mean put "GameMode=3 in [C&C\_Field.mix]" underneath the GameMode in the general section?

If this isn't true then you didn't explain it very clearly..

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