
Subject: Re: How do i get extras to work

Posted by [MacKinsey](#) on Fri, 19 Sep 2008 20:32:28 GMT

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cpjok wrote on Wed, 17 September 2008 05:14: What i mean is how i get the extras to work there enabled and all you do is remove them from the disableextras list

dont that but the ones i trying to get to work wont work

like i got a map on my server

C&C_Field_BZ.mix

it has extras units on it

INC

Thief

GDI Spy

NOD Spy

MK2

UAPC

RAPC

HMRL

Titan

Hum-TOW

GDI Recon

NOD Recon

Wolverine

Devil's Tongue

Tick Tank

Juggernaut

Disruptor

Cyborg

NOD Rep Tank

i know this as it me who made the map.

its downloadable on

www.blood-zone.com

ok heres the presets maybe i have to do somet with them

01=CnC_GDI_MK2

02=CnC_GDI_MK2_Turret

03=CnC_GDI_Disruptor

04=CnC_GDI_HMRL

05=CnC_GDI_Hum_TOW

06=CnC_GDI_RAPC

07=CnC_GDI_Recon
08=CnC_GDI_Titan
09=CnC_GDI_Wolverine
10=CnC_GDI_Juggernaught
11=CnC_GDI_Juggernaught_Deploy
12=CnC_GDI_Juggernaught_Undeploy
13=CnC_GDI_Juggernaught_Deployed
14=CnC_NOD_Cyborg
15=CnC_NOD_Devil_Tongue
16=CnC_NOD_Recon
17=CnC_NOD_Rep_Tank
18=CnC_NOD_Tick_Tank
19=CnC_NOD_Tick_Tank_Deploying
20=CnC_NOD_Tick_Tank_Undeploying
21=CnC_NOD_Tick_Tank_Deployed
22=CnC_NOD_SPY
23=CnC_GDI_SPY
24=CnC_GDI_Thief

they all work on 1 player host a map

anyways anyone know how i can get them to work cos each time i buy one it crashes server and server restarts

EDIT: And yes i already got permission to use them so dont mone about that like some ppl do

EDIT: the UAPC and Devil's Tongue do go underground but as there nothing for it to land on they die/you die.

EDIT: More vehicles adding soon

INC:

Banshee
Harrier
Appocolypse

ETC

Remove Laddered game and the quickmatch thingy at your svrcfg_cfg.ini
