
Subject: C&C Islands b2b fix

Posted by [matty3k10](#) on Sat, 11 Jul 2009 22:12:48 GMT

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I have recently started playing Renegade again and I have noticed that servers are still using those laser fences to prevent base to base on islands (and other maps). So I figured I would release a fix to this issue I came up with a while ago when I used to be an admin at XpHaZe.

This fix simply makes it where only buildings do not take damage when attacked from the GDI or Nod base. Also the Hand does not take damage when attacked from the first river outside the GDI base.

WARNING: This is a server side fix only do not install it into your Renegade client.

<http://www.filefront.com/14011055/Islands-no-b2b-from-base-or-first-GDI-river.zi> p//

If you find any issue or have questions please reply to this thread or send me an email at matty3k10@hotmail.com
