Subject: Re: Mod working on LAN Server but not on FDS? Posted by Omar007 on Thu, 27 Aug 2009 20:45:42 GMT

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In the root folder of your FDS (..\Server\) you'll see a folder called 'cfg'. Go in it and go to the folder 'biatch'. Edit the first option in main.ini and change it to 'no'.

[General]

; Block secret (extra) characters and vehicles from being purchased and send a ; message to the console.

BlockSecretPurchases=no

NOT NECESARRY IF YOU DONT USE THE STANDARD EXTRA CHARACTERS

Also if you have SSGM installed click on ssgm.ini in your FDS root and find (near bottom) and remove 'extras' from the 'DisableList=Extras'. Or put a ; in front ^^

- ; Disable List Here, you can set up any amount of lists of vehicles/characters/weapons that should be disabled.
- ; Any vehicles and characters listed here will be removed from the PT and will not appear in the Random Character and
- : Vehicle Crates.
- ; Any weapons listed here will not show up as spawn weapons or in the Random Weapon Crate. Players will still spawn with
- ; that weapon, however. You must put both the weapon preset and weapon powerup preset in the list to disable it properly.
- ; The DisabledList= key should be defined either in the General or map specific section above, and the value should be set
- ; to the name of the list you define below. For example:

[C&C_Field.mix] DisableList=

List Extras defined below is a test list. This list disables the extra vehicles/characters.

; Note: The sequence in the key values must go in order. When the next sequence is not found, the list will halt.

, [Extras] 01=CnC_GDI_Mutant_0_Mutant 02=CnC Nod Mutant 0 Mutant 03=CnC_GDI_Mutant_1Off_Acolyte 04=CnC_Nod_Mutant_1Off_Acolyte 05=CnC_GDI_Mutant_2SF_Templar 06=CnC_Nod_Mutant_2SF_Templar 07=CnC_Civilian_Pickup01_Secret 08=CnC_Civilian_Sedan01_Secret 09=Nod_Chameleon