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Subject: Server Sniper Mod Update

Posted by [vloktboky](#) on Mon, 15 Mar 2004 18:52:41 GMT

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It's been awhile, but I have started to go through all my server side mods and update them. First one that is ready is the SSM. Current version - 1.3.

- Beacons have been removed from the game.
- Free characters have been changed. Minigunner => Minigunner, Shotgun => Deadeye/BlackHand Sniper, Flamethrower/Grenade Trooper => Sakura/Havoc, Engineer => PIC Sydney/Raveshaw. Having KillRamjet and KillPICBolt on will still kill the respected characters.
- All non sniping characters have been removed from the Purchase Terminal.
- All sniping characters (including PIC Sydney and Raveshaw) now cost 0 credits to purchase.
- All vehicles have been removed from the Purchase Terminal. (safety check)
- The random spawn weapons in the game now will spawn the Sniper Rifle.
- The random spawn crates will now be Full Ammo crates.
- The basic soldier will be given the Sniper Rifle.
- The dropped weapons are now the same weapons as the characters are given.
- Fixed a bug where Locke (Extra character) was not killed.
- New INI option: KillSoldierBuilding. You can choose to kill the Barracks and the Hand of Nod on the start of the map. Not killing it allows players to get the other skins of the characters they can be. Killing it ensures no other non sniping character can be purchased. Note: The free characters (Numbers 1 - 4 on the PT menu) are the characters you can be, so killing it will not deprive the players from getting sniping characters.

Download link: <http://bcserv5.black-cell.net/users/pafiledb/pafiledb.php?action=download&id=17>

Be on the lookout for more updates. Next update will probably be CTF, with some much needed improvements. After that, the Infantry Only mod will be divided into 2 separate mods, TDM with no base kill, and Inf Only with base kill.

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