
Subject: C&C_Big_Walls MapID Problem server2.ini
Posted by [zunnie](#) on Sat, 28 Aug 2004 00:48:29 GMT
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I tried multiple ID's the FDS reported to be valid for identifying the map but none of them worked so far.
Does anyone know a GOOD map ID that does work?

[zunnie]

Subject: C&C_Big_Walls MapID Problem server2.ini
Posted by [Alkaline](#) on Sat, 28 Aug 2004 07:17:28 GMT
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Zunnie I swear you are most ignorant.
You post on issues already covered, mostly by me.
I told you that bigwalls id does NOT work, nor does SNOW, Haunted2, and a number of new maps

Considering you post your infamous search button image, did you bother to search for ssaow?
NO because I already pointed this out in the mod forum.

I reccomend you stick to version 1.0 of the mod as it does not dissable weapons for maps it does not detect. This new dissable 2ndry weapons on maps not detect feature in the ssaow is pretty stupid.

Subject: C&C_Big_Walls MapID Problem server2.ini
Posted by [zunnie](#) on Sat, 28 Aug 2004 09:19:21 GMT
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Lol sorry

It was 4am or something when i posted that, i was gonna quick-port and goto bed.

I knew you would reply here eheh But thanks I'll see if its possible to revert back to v.1.0 because im not sure if the other scripts are compatible with it. :/

Ill have to test and see then

[zunnie]

Subject: C&C_Big_Walls MapID Problem server2.ini

Posted by [Alkaline](#) on Sun, 29 Aug 2004 00:00:47 GMT

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well the problem is that 1.0 and higher use that dissable list thing... which = evil because unless a map is detected, it defaults to dissable all weapons except the one the player spawns with. so sakura only gets ramjet, hotwire only the repair...

1.0 didn't have a dissable list, hence, it always defaulted to the map default, meaning regular weapons. 1.0 uses scripts.dll 1.3 so it will work with all maps that need 1.3 or lower scripts (I don't think anyone has released a map that needs anything higher than 1.3)

if you need ssaow1.0: <http://renmaps.neronhosting.com/ssaow1.0.zip>

you will need to change server2.ini a good bit, the map ids also have to be the way the original map ids were generated (gdi barracks) so use the ids I posted.

Also the only option for each map that you can specify is the wheater option, no dissabled list.
