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Subject: Sniper mod

Posted by [theplague](#) on Sun, 24 Jul 2005 11:33:15 GMT

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Stuff in it:

- Snipers cost 0
- No credit tickel
- No vehcles
- Spawn as minigunner but can't move until you buy a sniper
- Can't kill non sniper characters
- Can't damage buildings (but the announce things still go off, but you can change a setting in server2.ini)
- This mod dosn't blow up the buildings
- No beacons
- No fall damage
- Fare play (get points for damage and no mass points for kill, so eat that kill whores!)
- No C4
- No Pystal

Settings you need to change:

- Set start credits to 1000
- Set drop weapons to 0 for each map (in server2.ini)

NOTE:

- remane this from objects.ddb to objects.aow
- built for BrenBot and AOW 1.34 (tested)

Edit: this version dosn't crash on base defence maps like it's pre-diseser

### File Attachments

1) [sniper.rar](#), downloaded 233 times

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Subject: Re: Sniper mod

Posted by [Dr. Lithius](#) on Sun, 24 Jul 2005 23:35:50 GMT

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Okay, lemme ask you this. You say that you spawn as a Minigunner but can't move until you buy a Sniper unit. Well. . .why not just make it so you spawn as a Sniper unit? Or better still, remove all weapons from Minigunners, allow them to move, and make them invincible. Can we say "Spectator Mode"?

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Subject: Re: Sniper mod

Posted by [theplague](#) on Sun, 31 Jul 2005 08:47:29 GMT

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well;

1 - some servers have drop weapons, we don't want a invinceble minigunner with a noobjet running around...

2 - Spawning as a sniper can't realy be done with 0 bugs, renegade dosn't like it

3 - Spectator mode is not a good idea cos people can block bullets! like a humen sheild, quite literaly

i got another version of this mod, i'll release after i know there is NO bugs -\_-

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Subject: Re: Sniper mod

Posted by [DarkWayne](#) on Fri, 12 Aug 2005 02:22:01 GMT

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Hey i could use a sniper mod where u got unlimited ammo and u don't have to refill like the mod running on UES Sniper zone in Euro serv , can u make that ? , or can any1 find it plzz tell me

-Ty-

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