
Subject: Basekill

Posted by [BlueThen](#) on Thu, 19 Oct 2006 20:07:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there anyway to set a building to invulnerable on fds? (Without using object.aow/.ddb) I've been wanting to do this but can't find it in the ssoaw nor in the svrcfg_cnc.

Subject: Re: Basekill

Posted by [danpaul88](#) on Thu, 19 Oct 2006 21:14:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSAOW.ini

Quote:; InvincibleBuildings =

;

; This will make all buildings invincible to all types of damage.

; This will always be enabled when the GameMode is set to sniping, however it is not enabled by default for infantry only.

InvincibleBuildings=0

Subject: Re: Basekill

Posted by [BlueThen](#) on Thu, 19 Oct 2006 21:23:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Found it! Thanks.
