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Subject: Turnning base defences off  
Posted by [Gen\\_Blacky](#) on Thu, 01 Feb 2007 00:07:11 GMT  
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how do u turn base defences off do u need a script

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Subject: Re: Turnning base defences off  
Posted by [IronWarrior](#) on Thu, 01 Feb 2007 00:12:17 GMT  
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Gen\_Blacky wrote on Wed, 31 January 2007 18:07how do u turn base defences off do u need a script

Open the Map you choose to disable the Base defences with Level Editor and remove the the Building Controller for the AGT or Obi.

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Subject: Re: Turnning base defences off  
Posted by [Gen\\_Blacky](#) on Thu, 01 Feb 2007 00:15:44 GMT  
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can i do it without editing the map

i dont want o edit map or i whould do that

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Subject: Re: Turnning base defences off  
Posted by [danpaul88](#) on Thu, 01 Feb 2007 00:37:43 GMT  
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Set gamemode to 5 (infantry only)

However, this also disables vehicles

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Subject: Re: Turnning base defences off  
Posted by [Gen\\_Blacky](#) on Thu, 01 Feb 2007 00:38:48 GMT  
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im making my own mod

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Subject: Re: Turnning base defences off  
Posted by [danpaul88](#) on Thu, 01 Feb 2007 00:40:48 GMT  
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You could always edit the ammo for the AGT / Obelisk and set their clip size to 0 or something...

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Subject: Re: Turnning base defences off  
Posted by [jonwil](#) on Thu, 01 Feb 2007 02:41:48 GMT  
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You could (depending on what sort of mod it is) modify the presets of the building controllers to remove the AGT and obelisk scripts.

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Subject: Re: Turnning base defences off  
Posted by [Jerad2142](#) on Thu, 01 Feb 2007 03:20:30 GMT  
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If you did not want to modify the map at all you could go really cheap and make the defenses turn to a neutral team.

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Subject: Re: Turnning base defences off  
Posted by [IronWarrior](#) on Thu, 01 Feb 2007 06:50:40 GMT  
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HAHA, so many ways to do this, awesome.

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Subject: Re: Turnning base defences off  
Posted by [nopol10](#) on Thu, 01 Feb 2007 09:28:54 GMT  
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Or maybe if you are making a new mod entirely you don't even need to bother about the question...

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Subject: Re: Turnning base defences off  
Posted by [Gen\\_Blacky](#) on Thu, 01 Feb 2007 23:52:18 GMT  
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yea most of those whould work i just wonted a nice way of doing it

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Subject: Re: Turnning base defences off  
Posted by [Gen\\_Blacky](#) on Thu, 01 Feb 2007 23:53:13 GMT  
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it gave me ideas thank

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