Subject: BR 1.52= The custom time limit doesn't work
Posted by EA-DamageEverything on Sat, 15 Mar 2008 23:18:09 GMT
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Hello, the topic title says it all. I have several FDS (for testing purposes) with different bots on my machine, one of them is equipped with the BR.

So, here is the config: FDS 1.037, v00d00's server.dat fix and BR 1.52 (full not mini). Everything is configured and running fine, except the custom time limit per map.

What do I have to do? Svrcfg_cnc.ini (20mins) vs. mapsettings.xml (30mins) = Svrcfg_cnc.ini wins. Why?

File Attachments
1) timelimit.jpg, downloaded 1012 times

Fahrzeug bereit und aufgetankt.
Server: [BR] Settings for C&C_Walls_Flying.mix: Time Limit: 30, Mine Limit: 45, Vehicle Limit: 8. Donations are allowed after 1

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by pe21789 on Sat, 15 Mar 2008 23:46:01 GMT

poste mal den Inhalt von deiner mapsettings.xml ^^

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by Goztow on Sun, 16 Mar 2008 10:44:06 GMT
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My mapsettings.xml config works fine.

Nice advantage skin, btw.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by EA-DamageEverything on Mon, 17 Mar 2008 20:05:29 GMT
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Mapsettings=

```
<?xml version='1.0' standalone='yes'?>
<mapsettings>
 <default>
  <time>30</time>
  <mines>30</mines>
  <vehicles>8</vehicles>
  <donatelimit>5</donatelimit>
  <rules></rules>
 </default>
 <map name="C&amp;C_Field.mix">
  <time>30</time>
  <mines>35</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules></rules>
 </map>
 <map name="C&amp;C_Volcano.mix">
  <time>30</time>
  <mines>35</mines>
  <vehicles>8</vehicles>
  <donatelimit>5</donatelimit>
  <rules></rules>
 </map>
 <map name="C&amp;C_City.mix">
  <time>30</time>
  <mines>40</mines>
  <vehicles>8</vehicles>
  <donatelimit>10</donatelimit>
  <rules></rules>
 </map>
 <map name="C&amp;C_City_Flying.mix">
  <time>30</time>
  <mines>40</mines>
  <vehicles>10</vehicles>
```

```
 <donatelimit>10</donatelimit>
 <rules></rules>
 </map>
 <map name="C&amp;C_Walls.mix">
 <time>30</time>
 <mines>45</mines>
 <vehicles>8</vehicles>
 <donatelimit>10</donatelimit>
 <rules></rules>
 </map>
 <map name="C&amp;C_Walls_Flying.mix">
 <time>30</time>
 <mines>45</mines>
 <vehicles>8</vehicles>
 <donatelimit>10</donatelimit>
 <rules></rules>
 </map>
 <map name="C&amp;C_Siege.mix">
 <time>30</time>
 <mines>35</mines>
 <vehicles>8</vehicles>
 <donatelimit>10</donatelimit>
 <rules>Shooting enemy buildings from the top of the hill is not permitted!</rules>
 </map>
</mapsettings>
```
This is fairly unchanged from original and I didn't test the other Limits.

Should I remove the Unicode & with the original &? I think not, because the announce reads the file correctly.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by Goztow on Mon, 17 Mar 2008 21:50:22 GMT
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Your time is set to 30 for all, so why would it change?

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by EA-DamageEverything on Mon, 17 Mar 2008 22:13:03 GMT
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I don't have any ideas why I don't get 30 mins. RemoteAdmin is ON, BR has got Op on the IRC channel and all Modules are turned on AFAIK. The brenbot.dll loads without errors...

I experienced a similar Scenario with SSDM: If SpawnWeapons is turned off in the ssgm.ini and turned on in the svrcfg_cnc.ini, they keep on spawning...

I will check all settings again soon.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by Goztow on Mon, 17 Mar 2008 22:27:18 GMT
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What is the setting in srvcfg.ini?

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by EA-DamageEverything on Mon, 17 Mar 2008 22:41:39 GMT
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[Settings]
ConfigName=Default C&C Server Settings
bGameTitle = Testlauf deutsches SSGM
bMotd=
ModName=
DoMapsLoop=yes
TimeLimitMinutes=20
RadarMode=2
IsAutoRestart=yes
IsPassworded=no
bPassword=
IsQuickMatch=no
IsLaddered=no
RemixTeams=yes
CanRepairBuildings=yes
DriverIsAlwaysGunner=no
SpawnWeapons=yes
IsFriendlyFirePermitted=no
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=16
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=0
MapName=C&C_Siege.mix
MapName00=C&C_Siege.mix
MapName01=C&C_Islands.mix
MapName02=C&C_Canyon.mix
MapName03=C&C_Walls_Flying.mix
MapName04=C&C_Volcano.mixNothing special. What's your setting? Maybe I should set it to 0
like on marathon servers to get the attention of BR's config file.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by Goztow on Tue, 18 Mar 2008 07:52:34 GMT
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Mine is on 30 but Brenbot always overwrites it :-S.

Which scripts / ssgm version are you using? Brenbot uses a scripts function for time limit.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by EA-DamageEverything on Sat, 22 Mar 2008 13:52:31 GMT
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As posted above, SSGM 2.02 from the BR full installer. Brenbots' DLL is loading up, Reborns' Base defence plugin too. All this works fine.

Subject: Re: BR 1.52= The custom time limit doesn't work
Posted by Whitedragon on Sat, 29 Mar 2008 08:05:45 GMT
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Does game_info display the correct time limit and are you running scripts.dll on your client? Only clients with scripts.dll will see the new time limit.