Subject: Can we Exclude items in renegade?
Posted by timoos on Fri, 13 Feb 2004 12:29:34 GMT
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Is there a mod which exclude Beacons?? For server side only!

Timoos.

Subject: Can we Exclude items in renegade?
Posted by kawolsky on Fri, 13 Feb 2004 16:33:53 GMT
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probably....if not then it would be easy to do.....

Subject: Can we Exclude items in renegade?
Posted by Cpo64 on Fri, 13 Feb 2004 16:36:32 GMT
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Would be very easy to do, just go into the purchase settings and, well remove the beacons

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Subject: Can we Exclude items in renegade?
Posted by IRON FART on Sat, 14 Feb 2004 06:37:33 GMT
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For server side only...

Subject: Can we Exclude items in renegade?
Posted by kawolsky on Sat, 14 Feb 2004 14:53:57 GMT
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it could easliy be done with an objects.ddb but it might cause 0 bug

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Subject: Can we Exclude items in renegade?
Posted by Cpo64 on Sun, 15 Feb 2004 05:39:35 GMT
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I don't think server side object mods cause the 0 bug.
Do they?

Subject: Can we Exclude items in renegade?
Posted by xptek_disabled on Sun, 15 Feb 2004 07:15:37 GMT
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Cpo64I don't think server side object mods cause the 0 bug.
Do they?

Yep

Subject: Can we Exclude items in renegade?
Posted by warranto on Sun, 15 Feb 2004 07:52:19 GMT
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According to Blazer, vloktboky has discovered a way to disable them. Don't know when it will be available though.

Subject: Can we Exclude items in renegade?
Posted by kawolsky on Sun, 15 Feb 2004 15:08:06 GMT
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CwazyapeCpo64I don't think server side object mods cause the 0 bug.
Do they?

Yep

yep

Subject: Can we Exclude items in renegade?
Posted by Nightma12 on Sun, 15 Feb 2004 16:25:56 GMT
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kawolskyCwazyapeCpo64I don't think server side object mods cause the 0 bug.
Do they?

Yep

yep

fds?