
Subject: Server Sniper Mod Update

Posted by [vloktboky](#) on Mon, 15 Mar 2004 18:52:41 GMT

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It's been awhile, but I have started to go through all my server side mods and update them. First one that is ready is the SSM. Current version - 1.3.

- Beacons have been removed from the game.
- Free characters have been changed. Minigunner => Minigunner, Shotgun => Deadeye/BlackHand Sniper, Flamethrower/Grenade Trooper => Sakura/Havoc, Engineer => PIC Sydney/Raveshaw. Having KillRamjet and KillPICBolt on will still kill the respected characters.
- All non sniping characters have been removed from the Purchase Terminal.
- All sniping characters (including PIC Sydney and Raveshaw) now cost 0 credits to purchase.
- All vehicles have been removed from the Purchase Terminal. (safety check)
- The random spawn weapons in the game now will spawn the Sniper Rifle.
- The random spawn crates will now be Full Ammo crates.
- The basic soldier will be given the Sniper Rifle.
- The dropped weapons are now the same weapons as the characters are given.
- Fixed a bug where Locke (Extra character) was not killed.
- New INI option: KillSoldierBuilding. You can choose to kill the Barracks and the Hand of Nod on the start of the map. Not killing it allows players to get the other skins of the characters they can be. Killing it ensures no other non sniping character can be purchased. Note: The free characters (Numbers 1 - 4 on the PT menu) are the characters you can be, so killing it will not deprive the players from getting sniping characters.

Download link: <http://bcserv5.black-cell.net/users/pafiledb/pafiledb.php?action=download&id=17>

Be on the lookout for more updates. Next update will probably be CTF, with some much needed improvements. After that, the Infantry Only mod will be divided into 2 separate mods, TDM with no base kill, and Inf Only with base kill.

Subject: Server Sniper Mod Update

Posted by [Majiin Vegeta](#) on Mon, 15 Mar 2004 23:47:05 GMT

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VERY Nice work

sounds like fun cant wait to join a server running this

thnx!

Subject: Server Sniper Mod Update

Posted by [xptek_disabled](#) on Tue, 16 Mar 2004 00:06:21 GMT

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Cant wait for new CTF update. I'll upgrade my server with it ASAP

ALSO: In the new version of CTF, can you make it so we have the option of choosing the flag model in the .ini file? I'd love to have a night of "Capture the chicken"

Subject: Server Sniper Mod Update

Posted by [snipesimo](#) on Tue, 16 Mar 2004 01:58:09 GMT

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do you at least get decent points for killing the basic soldier with sniper rifle?

Subject: Server Sniper Mod Update

Posted by [vloktboky](#) on Tue, 16 Mar 2004 03:17:10 GMT

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CwazyapeALSO: In the new version of CTF, can you make it so we have the option of choosing the flag model in the .ini file? I'd love to have a night of "Capture the chicken"

It would have to be a preset that the clients have, but yes, that can be done.

snipesimodo you at least get decent points for killing the basic soldier with sniper rifle?

Same points as killing a deadeye/black hand sniper.

Subject: Server Sniper Mod Update

Posted by [Titan1x77](#) on Tue, 16 Mar 2004 03:49:18 GMT

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how about an Un-stealth Black hand for CTF?

Stealth characters make it sort of unbalanced for the CTF mod.

Subject: Server Sniper Mod Update

Posted by [xptek_disabled](#) on Tue, 16 Mar 2004 04:28:53 GMT

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Titan, it's not possible to unstealth something on the server and have it show correctly. One alternative would be to remove it from the purchase terminal or make it one of the unused single-player models.

Subject: Server Sniper Mod Update

Posted by [Titan1x77](#) on Tue, 16 Mar 2004 06:18:15 GMT

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CwazyapeTitan, it's not possible to unstealth something on the server and have it show correctly. One alternative would be to remove it from the purchase terminal or make it one of the unused single-player models.

Sure it is...very easy actually...if he can modify the characters (removing weapons for the Sniper mod) then he can modify the stealth soldier and uncheck the is stealth parameter for CTF.

Subject: Server Sniper Mod Update

Posted by [vloktboky](#) on Tue, 16 Mar 2004 11:48:50 GMT

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I do not wish to say why, Titan, but that can not be done. It would have to be a model replacement or it would have to be taken out completely. In our private version of CTF, I simply raised the price of the SBH to 800 credits. Most of the players do not wish to spend that much for a character that only has the advantage 1/2 way through the trip. (Since the flag gives them away when they steal it)

Subject: Server Sniper Mod Update

Posted by [xptek_disabled](#) on Tue, 16 Mar 2004 13:35:11 GMT

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Will you be adding this feature to the public version? It's somewhat irritating seeing a floating flag running off.

Subject: Server Sniper Mod Update

Posted by [gibberish](#) on Tue, 16 Mar 2004 19:50:23 GMT

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Another solution is just to make it so that SBH's can't pickup the flag.

They can still spot for team mates and also cover them when they go for the flag, but it makes it so they are only really useful for team players.

Subject: Server Sniper Mod Update
Posted by [snipesimo](#) on Mon, 22 Mar 2004 21:31:33 GMT
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Great work. Mind posting this update in your old Gen discussion topic, it seems a few of the server admins have missed it.

Subject: Server Sniper Mod Update
Posted by [snipesimo](#) on Mon, 22 Mar 2004 22:24:44 GMT
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USING THIS MOD WITH THE RETAIL VERSION OF RENEGADE CAN CAUSE THE GAME TO CRASH.

hmm, don't you think you should've mentioned that? lol. I almost installed it, good thing I kept the old version in. I never had problems with it. Why is it now incompatible with the Renegade client? It was very useful for hosting clanners.

Subject: Server Sniper Mod Update
Posted by [c0nFuZ0r](#) on Thu, 25 Mar 2004 02:38:01 GMT
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So if I download that one it wont work?

Subject: Server Sniper Mod Update
Posted by [Cpo64](#) on Thu, 25 Mar 2004 04:31:10 GMT
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if you download it, and try to run it with renegade no it won't, its ment for a fds

Subject: Server Sniper Mod Update
Posted by [Creed3020](#) on Mon, 29 Mar 2004 02:30:56 GMT
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Broken Link, please fix.

Thanks

Subject: Server Sniper Mod Update
Posted by [vloktboky](#) on Mon, 29 Mar 2004 20:12:35 GMT
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Unfortunately, some idiot decided to use an exploit in pathfiledb on us, and as a result, we were forced to take it down. All we used it for was to allow the players in our servers to quickly download the fan maps we host, and to offer a simple place to download the server side mods.

You can still access the file from our FTP at http://web.black-cell.net/server_sniper_mod.zip .
Sorry for any inconvenience this might have caused.

Subject: Server Sniper Mod Update
Posted by [Renx](#) on Mon, 29 Mar 2004 20:38:15 GMT
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Could you maybe add Login(the extras sniper) to the character list?

Subject: Server Sniper Mod Update
Posted by [Creed3020](#) on Fri, 17 Sep 2004 20:05:11 GMT
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vloktbokyUnfortunately, some idiot decided to use an exploit in pathfiledb on us, and as a result, we were forced to take it down. All we used it for was to allow the players in our servers to quickly download the fan maps we host, and to offer a simple place to download the server side mods.

You can still access the file from our FTP at http://web.black-cell.net/server_sniper_mod.zip .
Sorry for any inconvenience this might have caused.

Does anyone have an updated link for this? It would be greatly appreciated.

Subject: Server Sniper Mod Update
Posted by [snipesimo](#) on Fri, 17 Sep 2004 20:39:51 GMT
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http://www.fanmaps.net/brenbot/snipesimo/Server_Sniper_Mod2.zip

Subject: Server Sniper Mod Update
Posted by [Hav0c](#) on Sat, 18 Sep 2004 06:31:49 GMT
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RenxCould you maybe add Login(the extras sniper) to the character list?

Login Surely you mean Logan? omgomogm errors!!1

Subject: Server Sniper Mod Update
Posted by [Renx](#) on Sat, 18 Sep 2004 14:18:31 GMT
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Dude, that's like a 6 month old spelling mistake :/

Subject: Server Sniper Mod Update
Posted by [Hav0c](#) on Sat, 18 Sep 2004 15:29:57 GMT
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Better late than never

Subject: Server Sniper Mod Update
Posted by [l4thal](#) on Tue, 21 Sep 2004 03:29:27 GMT
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WOuld u be intersted in whipping up an infantry mod ??? plz

or u got a linky for me
