



[Project Reality Forums](http://www.realitymod.com/forum/) (<http://www.realitymod.com/forum/>)

- [Community Maps](http://www.realitymod.com/forum/f354-community-maps) (<http://www.realitymod.com/forum/f354-community-maps>)
- [\[0957\] Init System](http://www.realitymod.com/forum/f354-community-maps/89720-0957-init-system.html) (<http://www.realitymod.com/forum/f354-community-maps/89720-0957-init-system.html>)

Amok@ndy

10-25-2010 12:10 PM

[0957] Init System

Init.con [0917] :

Quote:

```
rem ----- LevelSettings -----
rem -----

run ../../factions_gb/gb.con
run ../../factions_taliban/taliban.con

rem -----
```

Init.con [0957] :

Quote:

```
rem ----- LevelSettings -----
rem -----

run ../../Factions/faction_init.con 1 "ru"
run ../../Factions/faction_init.con 2 "ger"

rem -----
```

you can easily switch the factions on your map you just need to replace the "ru" with "usa" for example

List with all available Teamsettings [0957]:

Code:

- "cf"
- "cf_para"
- "cf_sp_variant1"
- "cf_vehicles"
- "chinsurgent"
- "chinsurgent_sp_variant2"
- "chinsurgent_sp_variant3"
- "ch"

- "ch_sp_variant3"
- "ch_vehicles"
- "gb"
- "gb_para_sp_variant2"
- "gb_sp_variant1"
- "gb_sp_variant2"
- "gb_sp_variant3"
- "gb_vehicles"
- "gb_ziptie"
- "ger"
- "ger_sp_variant1"
- "ger_para"
- "ger_vehicles"
- "ger_ziptie"
- "hamas"
- "hamas_sp_variant2"
- "hamas_sp_variant3"
- "idf"
- "idf_md"
- "idf_sp_variant1"
- "idf_md_sp_variant3"
- "idf_vehicles"
- "mec"
- "mec_para_sp_variant2"
- "mec_sp_variant4"
- "mec_vehicles"
- "meinsurgent"
- "meinsurgent_sp"
- "ru"
- "ru_sp_variant3"
- "ru_sp_variant4"
- "ru_vehicles"
- "taliban"
- "taliban_sp_variant1"

- "taliban_sp_variant2"
- "usa"
- "usa_para"
- "usa_para_sp_variant2"
- "usa_para_sp_variant3"
- "usa_vehicles"
- "usa_ziptie"
- "us"
- "us_para_sp_variant3"
- "us_para_sp_variant4"
- "us_vehicles"
- "us_ziptie"

ServerArchives.con are not needed in 0.95

FAQ:

Q:

Quote:

Is there anything else I should know before porting my map from 0917 to 0957?

A:

Quote:

If you are using Fieldstatics in 0957 you need to remove the

Quote:

Object.isOvergrowth 1

Line from your Field.con or StaticObjects.con, as covered in this topic:

<http://www.realitymod.com/forum/f189...placement.html>

pfhatoa

10-25-2010 12:52 PM

Re: [0957] Init System

Great! Maybe this should be linked in the compilation thread:

<http://www.realitymod.com/forum/f189...inners-up.html>

Also, is there anything else I should know before porting my map from 0917 to 0957?

Amok@ndy

10-25-2010 01:32 PM

Re: [0957] Init System

updated

K4on

11-08-2010 01:40 PM

Re: [0957] Init System

thank you, it helps me alot

dunem666

11-23-2010 03:02 AM

Re: [0957] Init System

does this now allow team number setting?

ie GB VS US possible?

or so the kits still have setteamlogic set?

[R-DEV]AncientMan

11-23-2010 04:58 AM

Re: [0957] Init System

Sure, we already have 2 "team 2's" playing against each other with IDF and RU.

ubermensche

12-17-2010 04:36 PM

Re: [0957] Init System

wut's the difference between each? i.e. "cf" vs. "cf_sp_variant1"

Amok@ndy

12-18-2010 05:09 AM

Re: [0957] Init System

its really selfexplaining

cf is the multiplayer faction

cf_sp_variant.... are the SP versions ;)

ubermensche

12-19-2010 02:11 PM

Re: [0957] Init System

ya figured that out while editing. Sry for the stupid question.

slaps himself on the back of the head

Shovel

01-17-2011 07:03 PM

Re: [0957] Init System

So russia doesn't have a para variant?

All times are GMT -4. The time now is 03:18 PM.

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