Subject: Removing/editing Vehicle limit?
Posted by genetix on Tue, 15 Feb 2005 04:39:21 GMT

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What would work well is if the scripts first on startup read a config file to see if auto-vehicle limit config was set to on. Then if it was a script would see if a connection couild handle more vehicles. If it could then the server checks the player limit. Then throw in some math and raise/lower the limit accordingly.

That would work well and as long as it was ONLY run when the server first started up it wouldn't slow anything down. Except because of the new vehicles but if the server can handle it why not?