
Subject: Re: armor.ini in the always2.dat
Posted by [trunskgb](#) on Tue, 05 Jul 2005 00:56:52 GMT
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trunskgb wrote on Sun, 03 July 2005 23:53Titan1x77 wrote on Sun, 03 July 2005 12:28
Or would this cause a mismatch between the server and client if the client didnt have CP2?

That's how it should be anyway...

I cannot stress this enough.

If we need to have a poll as mac said, ok...that would be a little bit easier for everyone. Point being, if you didn't download the latest patch from BHS...you cannot play on that server.

I mean really, what can BHS do if we cannot change things like that?

No offense to BHS, they're doing a wonderful job, but we if keep on going like this, we're only half-assing it.
