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Subject: Re: armor.ini in the always2.dat  
Posted by [mac](#) on Tue, 05 Jul 2005 06:20:03 GMT  
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Find out, if this is a server side setting, and players without that setting can join that server. We are not going to create a version that is incompatible with the standard 1.037 version.

That's the condition.. but I suspect it's part of the files that cannot be changed or it will cause the version mismatch.

Another way is to do it in specific maps, but we are limited to the new maps included in CP1 then.

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