

---

Subject: Re: armor.ini in the always2.dat

Posted by [Renx](#) on Tue, 05 Jul 2005 19:23:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mac wrote on Tue, 05 July 2005 02:20 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.

You can't change anything in bones.ini/armor.ini/etc, because the settings are all client side. It won't cause a version mismatch, the problem will be that people with CP2 would do less damage to aircrafts where as people without CP2 would still do normal damage. If that was to happen a large majority of people probably just wouldn't download CP2.

What WD suggested will work fine, some servers have already changed it in that way. The only thing there is it's changing the entire armor type, not just the amount of damage one type of projectile does to it.

---