
Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by [trooprm02](#) on Wed, 31 May 2006 19:27:45 GMT
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AmunRa wrote on Sun, 28 May 2006 17:07trooprm02 wrote on Sun, 28 May 2006 20:01Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

irc script... duh

Doesn't that still need someone on IRC? Could you somehow make the server restart itself once more than 1 person is in the server?
