
Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by [Whitedragon](#) on Wed, 07 Jun 2006 00:08:38 GMT
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trooprm02 wrote on Tue, 06 June 2006 19:55dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

That has nothing to do with server.dat and the no gameplay pending patch has no effect on it.
