Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by dead6re on Sat, 10 Jun 2006 06:31:08 GMT

Whitedragon wrote on Tue, 06 June 2006 20:08trooprm02 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2006 19:55dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...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.

Sorry, I didn't make myself clear. I was refering to the aut-gameover OR reset credits such like when someone elses joins the game.