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Subject: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [Starbuzz](#) on Tue, 10 Jul 2007 22:18:16 GMT

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Hullo,

I want to know if it is possible to enable weapons spawn in the Multiplayer Practice. If no, then it's ok...if yes, can you please tell me what to do?

Much thanks.

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Subject: Re: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [BlueThen](#) on Tue, 10 Jul 2007 22:23:14 GMT

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Yes. It's possible. There's a config file for it somewhere. I'm too tired to find out the name though...

It's not WWconfig, i'll tell you that. And I think it's in the data.

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Subject: Re: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [Ivan275](#) on Tue, 10 Jul 2007 22:28:17 GMT

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svrcfg\_skirmish.ini

in data folder

SpawnWeapons=no change to SpawnWeapons=yes

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Subject: Re: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [\\_SSnipe\\_](#) on Tue, 10 Jul 2007 23:22:02 GMT

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i like ur siggy

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Subject: Re: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [BlueThen](#) on Tue, 10 Jul 2007 23:22:51 GMT

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joe937465 wrote on Tue, 10 July 2007 18:22i like ur siggy

...whose?

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Subject: Re: Is it possible to enable weapons spawn in Multiplayer Practice?

Posted by [Starbuzz](#) on Wed, 11 Jul 2007 01:26:54 GMT

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Ivan275 wrote on Tue, 10 July 2007 17:28svrcfg\_skirmish.ini

in data folder

SpawnWeapons=no change to SpawnWeapons=yes

Hi! Yes, I did that but the weapons are not spawning. Also, the killed enemies are not dropping weapons.

Forgive my complete lack of modding knowledge but could it have to do something with scripts? Or something else?

P.S. I have Renguard with the CP2 updates. And I played from game2.

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