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Subject: menu.ini

Posted by [ErroR](#) on Tue, 30 Jun 2009 18:14:42 GMT

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I've read menu.ini and noticed ALOT of settings that are not available in the normal menu. For instance, the server settings. There a many server settings, many min-max kills, health etc. Can they somehow be brought up for the use in hosting a server?

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Subject: Re: menu.ini

Posted by [YazooGang](#) on Thu, 02 Jul 2009 15:47:34 GMT

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I made a blank menu.ini in the data folder and it didnt change anything. I think its already in the .exe or .dll.

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Subject: Re: menu.ini

Posted by [ErroR](#) on Thu, 02 Jul 2009 16:01:46 GMT

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can it be changed or something. Also i noticed that there was a menu called "Skin selection" in the multiplayer menu, where did it go, disappeared after installing 1.037?

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Subject: Re: menu.ini

Posted by [BlueThen](#) on Thu, 02 Jul 2009 16:40:11 GMT

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Probably more features they intended to add, but couldn't because the game was rushed.

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Subject: Re: menu.ini

Posted by [YazooGang](#) on Fri, 03 Jul 2009 00:07:58 GMT

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ErroR wrote on Thu, 02 July 2009 11:01can it be changed or something. Also i noticed that there was a menu called "Skin selection" in the multiplayer menu, where did it go, disappeared after installing 1.037?

Where did it say Skin Selection. i have the button and the dialog for it but i dont know where to put it.

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Subject: Re: menu.ini

Posted by [ErroR](#) on Fri, 03 Jul 2009 00:32:07 GMT

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now if u press Option>multiplay you get a screen, but then, when u pressed Options>multiplay you got <that screen> and skin selection (2 diff menus)

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