
Subject: Cp1 Server side

Posted by [Jellybe4n](#) on Wed, 29 Dec 2004 17:04:47 GMT

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We have installed the server side cp1 patch, it runs fine, the only problem is that drop weapons wont turn off even though we set it to =0 in server2.ini any ideas ?

Edit

Ok after a friend managed to catch Mac on irc, he advised us to disable dropwepaons in every map, as the global command doesnt work anymore, i was unsure what to do really so I tried the following, I have tried by adding the line to the maps in the rotation.

EnableDropweapons=0

This didnt work, so i tried to make a disable list like it explained in the server2.ini. This is the line I put in

[L2]

01="Enabledropweapons"

and added DisableList="L2" to the maps in the rotation, this didnt work either, so now im stumped, any help please anyone ?
