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Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Mon, 24 Jan 2005 23:35:20 GMT

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Please take a look at server2.ini, it's all configurable there. Even the crates!

Quote:

- ; This option causes certain vehicles to leave remains when destroyed.
- ; When a vehicle is destroyed, it will leave behind a destroyed version of the vehicle.
- ; This destroyed version can be killed for more points, or repaired to bring the tank back to life.
- ; The vehicles that will leave behind remains are the GDI Humm-vee, Nod Buggy, GDI APC,
- ; GDI Medium Tank, and Nod Light Tank.

EnableVehicleWreckages=1

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