@Zunnie

Right, there is 1 annoying thing in the AFK kick: If a player joins and is alone on the Server, AFKkick kicks him after the time which is set in the server2.ini. Players can´t wait till others join because they would be kicked and must re-join.

I adjusted it to 0 again :rolleyes:

I noticed a bug while playing on Islands few minutes before: I got a vehicle crate (Hummer) adn was spawned outside the map in the ocean. Because of this, I was auto-killed and respawned. the TransportHeli drops the Hummer over the ocean -so the coordinates need to be fixed. Additionally I must say, I saw this on Hourglass too, a Buggy was dropped outside the map behind the mountains right side.

BTW Zunnie: The link forwarding to your server2.ini reference is dead. Can you post a correct one? And finally this: On the FM Server FANMAPS (FM2?), I can play alone if nobody is present but on my own Testserver it won´t work. What must be set up that it works?