
Subject: Re: armor.ini in the always2.dat
Posted by [trunkskgb](#) on Mon, 04 Jul 2005 03:53:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Sun, 03 July 2005 12:28
Or would this cause a mismatch between the server and client if the client didnt have CP2?

That's how it should be anyway...
