## Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Mon, 29 May 2006 00:01:42 GMT

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Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?