
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblanky1](#) on Wed, 10 Sep 2014 17:15:08 GMT

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Can an option be added to the server config to disable the printing of game definitions that aren't in the tt.ini when listgamedefs runs. It would be useful to disable all the gamedefinitions that start with c&c since if you are using additional packages on a map and its set via brenbot to use the built in c&c definition it will crash the clients.

If the listgamedefs option could filter out those original c&c_mapname definitions it would fix this issue, and also speed up the time required for brenbot to parse the gamedefinitions since it would cut it in half.
