
Subject: Drop Weapons

Posted by [Creed3020](#) on Sat, 22 Jan 2005 03:57:22 GMT

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Quote:: EnableDropWeapons=

;
; This setting allows for players to drop their main weapon when they are killed.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableDropWeapons=0

I have that exact code on my server yet drop weapons still do occur. Is there something wrong?
Would you like to see the entire server2.ini?

These are more bugs/requests:

- It would be nice if they disappeared after 20 seconds or so.
 - The drop weapons in a door is also another bug that is very annoying.
-

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Posted by [Creed3020](#) on Sun, 23 Jan 2005 16:27:44 GMT

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Would really like some help with this.

The game seems to un-balanced with this turned on. One soldier can kill a building by killing two engineers in one building, use their remote c4 and use his timed c4 and boom.

The code is correct so I wonder if this function is built in yet or not?

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Posted by [mac](#) on Sun, 23 Jan 2005 17:08:16 GMT

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You need to turn it off for EVERY map. Turning it off globally doesn't work anymore.

Subject: Drop Weapons

Posted by [Creed3020](#) on Sun, 23 Jan 2005 17:11:19 GMT

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So under each map heading in the server2.ini I would just add "EnableDropWeapons=0" ?

Thanks btw!
