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Subject: !time off - can it be made?

Posted by [IronWarrior](#) on Sun, 08 May 2005 19:37:06 GMT

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I would like to know if a command to turn off the time in game or from irc be possable? it be handy to turn off time if the game is going good and everyone wants it to carry on

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Subject: !time off - can it be made?

Posted by [flyingfox](#) on Sun, 08 May 2005 22:14:00 GMT

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Hope not, game times aren't meant to be changed and you would probably do this without the players' consent.

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Subject: !time off - can it be made?

Posted by [IronWarrior](#) on Mon, 09 May 2005 01:38:19 GMT

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lol thats not the point...

can it be made, if so me and some of the clan that am part of MP which was commen known as FanMaps, would like it so we can add it to our servers

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Subject: !time off - can it be made?

Posted by [Kanezor](#) on Mon, 09 May 2005 02:06:34 GMT

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flyingfoxHope not, game times aren't meant to be changed and you would probably do this without the players' consent.I'm sure the same could be said with !setnextmap.

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Subject: !time off - can it be made?

Posted by [Dethdeath](#) on Mon, 09 May 2005 10:23:40 GMT

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You could script a command to change the timelimit in svrcfg\_cnc.ini. However, those changes would only take effect after a server restart, so I guess that's not what you're looking for. Maybe it's possible with scripts.dll, but then again if it was, why has noone made it possible yet..

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Subject: !time off - can it be made?

Posted by [Sir Kane](#) on Mon, 09 May 2005 12:56:17 GMT

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It's possible.

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Subject: !time off - can it be made?

Posted by [IronWarrior](#) on Wed, 11 May 2005 19:58:32 GMT

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do you think it could be added to the nxt patch for rg? or whatever its needed for it to work

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Subject: !time off - can it be made?

Posted by [Nightma12](#) on Thu, 12 May 2005 15:55:17 GMT

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i could add it to the next version of NR?

its perfectly posible with SK's new rehash command! (or it should be, lol)

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Subject: !time off - can it be made?

Posted by [Cat998](#) on Thu, 12 May 2005 20:10:51 GMT

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You can rehash the game time during the game ? how ?

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Subject: !time off - can it be made?

Posted by [Nightma12](#) on Fri, 13 May 2005 15:17:18 GMT

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i think so?

SK added a rehash command to his new dll (bandtest.dll)

i have never tried it myself so im not 100% sure if it works

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Subject: !time off - can it be made?

Posted by [Cat998](#) on Fri, 13 May 2005 16:44:19 GMT

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So test it, before saying "I could add it" nvm

Quote:"rehash", this reloads the Antinamehack.INI configuration file

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Subject: !time off - can it be made?  
Posted by [Nightma12](#) on Fri, 13 May 2005 17:02:58 GMT  
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Imao!

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