Server Settings Posted by Che ken - 15 Mar 2010 15:12

I'm trying to test out some maps, but since the surf dm is always occupied and skill server fills up quickly nowadays, I am doing it where I can get in nobodys way, using the single player function.

BUT

I have a big problem as to what the settings for a surf map would be? I have searched the web but there are so many variations I have no idea what's what! Some even say things like 'set sv pushscale 200' when that command doesn't exist.

I've even seen some save 'sv gravity 750, sv airaccelerate 100' and others say 'sv gravity 800, sv_airaccelerate 200' and others go into commands I don't know, and don't want to change should I mess something up (like sv unlag 1, mp falldamage, phys pushscale etc)

Could I trouble someone for the settings of both our surf dm and skill servers please? It'll speed up my map testing/reviewing alot and I'll be extremely grateful! Cheers

~Oli