

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

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