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Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME  
RANDY

Posted by [GEORGE ZIMMER](#) on Tue, 30 Mar 2010 22:06:29 GMT

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Canadacdn wrote on Tue, 30 March 2010 12:40Also, the bots are optional. They can be disabled by unchecking "spawn weapons" in server options.  
NO.

This is shitty reasoning to keep them- they serve no purpose other than to be weapon tests. And even then, there's already hobos in the target practice area.

Plus, disabling spawn weapons means keycards don't respawn.

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