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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [dblancey1](#) on Mon, 29 Dec 2014 22:20:08 GMT

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jonwil wrote on Mon, 29 December 2014 13:50It was added because there are mods that change it.

Its not useless, just not useful for the things you think it should be useful for.

As for lod budget, its limited to that value because of limitations (that we cant fix) elsewhere in the engine.

And no, tt.ini in a package will never work as tt.ini is read once on game startup and never read again (hence why the per-map tt.ini stuff was created)

Can you make a server-tt.ini file then that gets loaded when a player joins. (just want the stuff that can be changed in the per map tt.ini) I just want a tt.ini that is loaded on all the maps on the server. I don't see any reason why this couldn't be done. These config files were created by the tt team.

Also for the per map config files, could you add a setting that enables the secret (extras) purchase terminal slots by default.

Edit: so this works globally in the tt.ini with UseExtraPTPages. Not sure if it works per map. I'll test it.

Edit2: Tested it in a per-map-tt.ini. It didn't work. Would really appreciate if this could be fixed.

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