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Subject: Adjusting server settings  
Posted by [Poskov](#) on Sun, 08 Nov 2009 07:39:29 GMT  
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How can I make the mlimit, vlimit and decal limit bigger in my FDS? Preferibly without any server bots.

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Subject: Re: Adjusting server settings  
Posted by [Goztow](#) on Sun, 08 Nov 2009 11:45:13 GMT  
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Unless you make your own plugins for SSGM for this (or via LUA), you'll have to use a regulator.

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Subject: Re: Adjusting server settings  
Posted by [Hex](#) on Mon, 09 Nov 2009 10:31:07 GMT  
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or just use the console

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Subject: Re: Adjusting server settings  
Posted by [Poskov](#) on Sun, 06 Dec 2009 04:49:59 GMT  
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How can I make the FDS console run those commands automatically at startup? Can I do it with server.ini or something?

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Subject: Re: Adjusting server settings  
Posted by [Lone0001](#) on Sun, 06 Dec 2009 04:55:00 GMT  
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You could use the lua plugin to do it, it's not that hard.

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Subject: Re: Adjusting server settings  
Posted by [Poskov](#) on Sat, 12 Dec 2009 00:55:36 GMT  
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So I can use an ini or anything?

If I have to use lua, could you show me how?

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Subject: Re: Adjusting server settings  
Posted by [Lone0001](#) on Sat, 12 Dec 2009 01:21:12 GMT  
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<http://dcomproductions.com/forums/viewforum.php?f=14>

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