Subject: CTF_Forest Forts....It's getting there...
Posted by Anonymous on Thu, 20 Feb 2003 04:09:00 GMT

Last bug...You spawn as Nod, but you can ONLY look around. The character automaticly walks around (like a bot) and basicly, just, stands, and looks. Whats the default for the Nod player spawner soldier? I tryed going through the list deleting any "bot" scripts attached to them. But, by accident (cough cough) I deleted the AI test spawner, which i was using for my AI because i was a bit too lazy to make another one. I cant load my map in commando any more, well, because i cant. There were problems with it, so somerhino, in a last ditch effort to save my map, extracted the .lsd (is that it? i keep forgetting) from my .pkg. Basicly, all I can do now is edit the presets. But since i deleted the AI spawners, my map wont load. Any uhh...suggestions? I do think i have a backup laying around somewhere...