
Subject: Single Player Buildings On Maps
Posted by [Anonymous](#) on Sun, 12 Jan 2003 02:01:00 GMT
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First thing i used the term "Multiplayer Map" because i am making a map for multiplayer, yes. This is going to be a CTF or DM map and not a normal one. Buildings will not be damagable. Secondly as for lag, its not goint to be a big map and its only going to have 2 of these single player buildings on it. Also the lifts are goint to be replaced by Sgt.Mays staircases.Can anyone help me with my original question before they jump to conclusions about what the map is used for?Thanks
