Subject: custom scripts.dll status report
Posted by Anonymous on Mon, 21 Oct 2002 21:00:00 GMT
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ok, with the CTF stuff, I have a few ideas of how I can make it but I am busy with a few other things right now.Once I get past these things & can resume work on renegade scripting, I will have a crack at the CTF scripts.However, I will need people that are good with gmax/leveledit that can make me test CTF map(s) to my specifications and also people that are able to test the scripts and map(s) and stuff, people that would be able to "stress test" the maps, particularly by testing them in multiplayer environments with at least 2 players per team.