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Subject: new stuff in scripts.dll 2.1 for users and/or server owners

Posted by [flyingfox](#) on Fri, 11 Feb 2005 03:39:39 GMT

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changing mine limits, time limits, maps (at any point during the game I imagine), don't seem very fair. Think, there will probably be a lot of people (moderators) on one server with access to these commands; i don't want somebody changing a map because he doesn't feel like playing it, extending time limits to 'get more fun out of the game', giving the game mine limits of 1000384795795 so people can lay 10 mines at each doorway and defeat the whole purpose of balancing their use.

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