
Subject: if you had your own server what would your map rotation be?

Posted by [General Havoc](#) on Sun, 13 Apr 2003 22:09:20 GMT

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Halo, i can see what your doing but it's a bit time consuming. The way i'm doing it is using custom scripts written by Jon Wilson. Points mean nothing in terms of winning unless the team doesn't win by kills after the time limit. After a team kills a certain amount of players the game will end. Also because of the way the script works if you kill someone who has just spawned and is AFK it won't count it as a kill which is quite a good bug. I'm just waiting for version 1.1 of the DLL before i can get it working. Should be good though. Your idea used with JW's Team Deathmatch script could work well. The limitation t your script is that your unable to end the game before the time limit is up.

_General Havoc
