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

Posted by [Halo38](#) on Sun, 13 Apr 2003 22:33:58 GMT

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General HavocHalo, 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

Yes it is very time consuming but then so where the temple dm ones all nod had keycards

Yes I was reading through the scripts but i just didn't like the idea of it

I'll stick with my way as i'm almost done, but will always consider using scripts when they turn up.

Being unable to end the game before the time is up is normal (in rene anyway) the point of my temps is to allow people to change character and not be the same standard soilder all the time (boring) like normal DM's and still have the system of starting with a basic weapon and collecting better ones.

When the scriipts come out i may do an update, depending on how they are recived.
