
Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 18:43:54 GMT

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General Havoc I know NameHunter did a bit of scripting, will this mod require you to write more custom scripts or is it all possible with the current ones that are available? I like the idea of the mod though I give full support to it and I hope you can get it working. Good Luck!

_General Havoc

Thx for the support! I got the custom script thing down and am able to make what I need, script-wise.

This is almost possible without the use of custom scripts (the bases and stuff can be done with text cinematic scripts) however the energy part and the victory condition is what needs the custom scripts (unless something else is stumbled upon).

Thanks for the support, I'm attempting to get the models so some day there shall be a mod with a map with this gametype!
