
Subject: Re: Bot drop Tutorial

Posted by [bisen11](#) on Sun, 29 Jan 2006 00:43:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Buckery wrote on Sat, 28 January 2006 19:41 Would this kind of thing work on Serverside?

I'd think so. But I'm not an expert of server side. I have however been in servers that drop tanks via chinooks when you get a crate.

Edit: I also forgot to mention in my above post some problems you could have when doing it. I remember it messed me up when i used a _dev form of Level edit. _Dev considered .txt files as useless files and would delete them when i exported a map. So watch out for that.
