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Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Thu, 23 Feb 2006 20:17:03 GMT

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coz i dont want to have to include maps with NR

and also, im unable to add a neutral spawn point

(more than just neutral, coz u got team -1 + -2 + 2)

at the moment:

2 goes to 0,0

-1 goes at 0,0 BUT on the map

-2 is the same as -1 except base defences dont shoot

NR uses all 3 of these

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