

---

Subject: Re: scripts.dll 2.4

Posted by [Nightma12](#) on Fri, 24 Feb 2006 15:30:52 GMT

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

---

accually, team 2 goes to 0,0,0

but thers also team -1 + team -2

-1 = spawns on map (could do with a bit more varity instead of in the same place?)

-2 = same as -1, except base defences dont shoot

---