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

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