
Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Sat, 10 May 2003 12:40:28 GMT

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BlazerDante with a bit of mix editing server-side, and some customizations, each map can have a different c130 drop script...

Dante is absolutely right. In fact AGES ago (before the flying patch) Abjab and I came up with c130drop scripts for each of the renegade levels, and I had a mother-of-all batch files that would automatically change it for each level. The end effect was that both teams got their flying vehicles.

Yea, and I see how it's done. Or at least one way to do it, lol.

I feel REALLY embarrassed about that because I keep feeling like I'm the guy stressing creativity.....and I forget aalll about this.
