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Subject: upgrade power ups

Posted by [General Havoc](#) on Tue, 04 Mar 2003 17:30:59 GMT

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When the new version of the script DLL is released all maps using the stealth script will have their timers working to the time specified, keep this in mind if you use any of the listed scripts that JW mention were effected by issues related to timers and things that use higher and lower bounds. You can enter a high number for the stealth armour script to make it last. Unless dante used a number like -1 to indicate unlimited time in his script you'll have to enter a high number thats i likelt never to be reached by the timer.

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