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Subject: MMN Suggestions

Posted by [Beanyhead](#) on Mon, 11 Aug 2003 21:20:11 GMT

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General HavocI think you can shorten the length of the DM maps using Blaze Regulate. If people made maps using the Team DM script it would be much more fun as your team wins by kills and not by points unless the amount of kills isn't reached within the time limit.

Does the script have be client side? If not- I can make a version of CTFCY for the server computer...

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