Subject: Re: Is it possible to create a "I'm reloading!" alert?
Posted by TNaismith on Wed, 14 Jul 2010 08:01:24 GMT
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I figured there would be more work in Level Edit if it went towards being non-server side, I've seen other scripts in 3.4.4 which imply similar situations in which you have to attach scripts to each object manually in order to work. (Zunnie's 'z_console_input_killed' series of scripts come to mind here).

From what I've read about SSGM over the months I've been researching server-related things, a plug-in for an idea like this is a perfect fit.

Thanks again.