Subject: Server Side CTF Mod - Public release and download inside
Posted by gibberish on Fri, 19 Mar 2004 22:48:44 GMT

CwazyapeWell,

I dont think it's possible now unless ACK proives us with the building ID numbers.

Several people including Vloktboky or JonWil, could make a change to scripts.dll so that it prints out the ID numbers, then you won't need to get them off ACK.

The problem is if the ID's exactly match those on another map.
Then scripts.dll won't be able to tell the maps apart.