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Subject: What would be cool...

Posted by [flyingfox](#) on Sat, 01 May 2004 16:42:44 GMT

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Ok. You're suggesting game.exe recognise different game modes in map names.

What I'm saying is, why bother? How would it make any difference to the maps or game its-self in any way? The game can already play the different modes fine with the proper CTF/KOTH scripts, and with DM, even easier so. Unless you can somehow incorporate the CTF/KOTH scripts into the game.exe so that anyone can host such a gametype on any official map.

Maybe I'm missing something.

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