Subject: custom scripts in new maps
Posted by Stallion on Tue, 28 Jan 2014 07:25:04 GMT
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Is it possible to add custom scripts to a new map without a server or players having to download them separately and only download the new map?

edit: oops, sorry about the double post, internet glitch...

Subject: Re: custom scripts in new maps
Posted by danpaul88 on Tue, 28 Jan 2014 09:16:36 GMT
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Scripts run server side, so you can simply install the scripts on the server running the map. As long as the clients support the netcode your scripts required (ie: Are running 4.x, which pretty much everyone is these days) it'll work fine.

Subject: Re: custom scripts in new maps
Posted by Stallion on Tue, 28 Jan 2014 18:55:41 GMT
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