
Subject: Custom per-map loadscreen support added to scripts

Posted by [jonwil](#) on Thu, 12 Feb 2015 11:07:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have just added a feature to scripts (4.2, 4.3 and 5.0) that lets you have a custom per-map loadscreen. Players using versions without the feature will simply get the standard C&C mode loadscreen (so its safe to use even if you cant be sure all players will have 4.2). To use it, create a file named xxx_map.ini where xxx is the name of your map. So for canyon, it would be C&C_Canyon_map.ini and so on. Inside this ini file put a [CustomBackdrop] section and underneath put the same stuff you would put in a loadscreen/backdrop entry in campaign.ini (read campaign.ini for details of how that works if you aren't sure how it works)

Subject: Re: Custom per-map loadscreen support added to scripts

Posted by [Mauler](#) on Thu, 12 Feb 2015 17:00:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Custom loadscreens can be already displayed without scripts.

Or this adding more features to the default MP loadscreen? Just curious

Subject: Re: Custom per-map loadscreen support added to scripts

Posted by [jonwil](#) on Thu, 12 Feb 2015 21:50:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well this allows customizability of things not previously possible and it allows them on a per-map basis and it makes doing it very easy.

Subject: Re: Custom per-map loadscreen support added to scripts

Posted by [Generalcamo](#) on Sat, 14 Feb 2015 02:47:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Could you maybe post all the possible values of Map.ini somewhere?
