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Subject: scripts.dll 1.0.1 is out (fixed CTF scripts)

Posted by [Anonymous](#) on Thu, 30 Jan 2003 13:20:00 GMT

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quote:Originally posted by NeoSaber:Further 1 Player LAN testing shows:If on Nod, the final flag will destroy the Nod base and victory is declared for GDI.If on GDI, the final flag will destroy the GDI base and victory is not declared. The game continues.I'll try to get to some internet testing if I find the time.He's right. Just tested them on a LAN game, and what he said is what happened for me, too.

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