Subject: calling for more script ideas Posted by Anonymous on Mon, 13 Jan 2003 09:29:00 GMT View Forum Message <> Reply to Message

Would it be possible to make a script that could be attached to a bot spawner that would give the server control over turning off the spawner. That way maps can be made with bots, but you don't have to use them if you don't want them.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums