
Subject: Making Serverside M0-M13.mix maps
Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:47:31 GMT
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Ty.m.I'm still working on them. I'm just finding something to do with them. CTF is a bitch to setup with them. Maybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

ctf script requires the GDI barracks id to work .
wish It used the nod side because a lot of the maps have a the hand of nod. or other nod structures.

b.t.w Titan was able to make an aow conversion, using M08 (prison camp) where destruction of the helipad meant victory for gdi.
