Subject: scripts.dll 1.8 is being worked on (I need ideas people) Posted by Titan1x77 on Fri, 16 Jul 2004 22:33:53 GMT View Forum Message <> Reply to Message

jonwilVehicleFactoryGameObj::Set\_Max\_Vehicles\_Per\_Team(int) also looks cool... (would be great for a way for server admins to set the team maximum vehicles although that would need to be a new console command or something)

This would be great

...

Ive made qutie a few large maps and increasing the limit just by 2 or 3 would help out alot.

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