
Subject: Making Serverside M0-M13.mix maps
Posted by [vloktboky](#) on Fri, 23 Jul 2004 18:12:01 GMT
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{DG}StryderI don't know what I'm doing wrong, but when I host it on my dedicated server on LAN, I can't join the game to test it because the text is grayed out.

You added to the map, so the client doesn't have the same map anymore.

SEALthe first level is small enough that it wont get too boring. for most of the others, you need to constrict it to a small portion of the map. I don't know if that's possible with scripts alone...

Very possible, just look for the one SP map I have running on our server-side deathmatch server. It uses the laser fence objects to block certain paths from being taken, and all the manual spawn points are located within the inclosed area.

xptekMaybe vloktboky would consider making a script that outputs the building ID's for CTF to work properly.

When all the mods get ported to one whole mod, it will have this option.
