Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by Alkaline on Sat, 21 Aug 2004 08:37:17 GMT
View Forum Message <> Reply to Message

Huge problem with a lot of deathmatch maps:
does not detect:
prsion_camp, islands_koth, haunted2, duel_arena e.t.c

the problem is that since these maps are not defined the scripts imposes the "empty" weapon placement. E.g hotwires spawn only with a pistol, soldiers spawn with no c4 or pistol just a rifle.

this is very awkward
also C&C_Big_walls.mix isn't detected and has the same problem as the other maps... Maybe set the default for non detected maps to have the regular renegade weaponsetup.