Subject: Re: scripts.dll 2.2.3 progress report
Posted by Kamuix on Sun, 29 Jan 2006 07:23:50 GMT
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Wait i got a good idea let me know if this script already exists. Ok is it possible to make a script so that only a GDI person an get into a GDI tank. Same with other teams.

I make alot of Singleplayer SS dm type maps where each team gets vehicles spawners. The problem if when enemies rush a base they take the enemy spawning tanks and keep getting back in them over and over again after it blows up. This get really bad when it comes to spawn killing and its really hard for a team to gain control again when this happends.