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Subject: Re: Adding Reacon bikes

Posted by [Cat998](#) on Fri, 12 Jan 2007 12:21:46 GMT

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danpaul88 wrote on Fri, 12 January 2007 12:53 There are engine calls in scripts.dll to change the PT settings, if you made a script to call those when the map loads you could easily change the PT on a per-map basis. Of course you will probably need to make your own custom scripts.dll for that...

That's right. But you need a pretty new version of scripts.dll on every client to get it working. And 98 % of all players don't have that.

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