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Subject: Re: SEye

Posted by [jnz](#) on Wed, 18 Apr 2007 16:34:43 GMT

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Although, the only reason it uses the player ID is so when the player dies (or is destroyed) the ID doesn't change. This is logged in gamelog, so i suppose... but i would have to rewrite the player part of the paint event and the player part in scripts.dll to match the vehicles and buildings. give me about an hour and ill see what i can do.

EDIT: Merovingian did 3 more maps last night, replacing my crappy field.mix. the total map list that now works are:

Islands  
Hourglass  
Field  
Complex  
City\_Flying  
City  
Canyon

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