Posted by General Havoc on Wed, 02 Jul 2003 17:37:33 GMT
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Yeah just diasbles the defences including turrets. Although keep in mind you need to rename scripts2.dll and scripts.dll to scripts.dl_ and scripts2.dl_ because the host may or may not have custom scripts too. It may cause havoc on custom maps that use custom scripts though but that shouldn't be much of a problem. Bots should continue to work as far as I know.

_General Havoc