
Subject: Re: Server Side Hunt The Player
Posted by [reborn](#) on Mon, 04 Feb 2008 23:52:36 GMT
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mvrtech wrote on Mon, 04 February 2008 17:08I have a question for you
I ran the alpha test HTP with the mutants and compiled a lua for some weapons and health set to team 2 to make it a little more spicy, now this new version my health lua won't work and proxy mines kill you as soon as they are thrown..... why is this?
I wanted to add a recon bike too but that doesn't work

Top game mode by the way and its much fun

The early version of SSHTP used team 2, however I decided to change it to team -1, any player that gets teamed to anything other then -1 will be changed to -1 immediately.
I have no idea why proximity mines kill players teams -1 right away. That's pretty strange.
How do you mean it doesn't work. I don't remember adding any code to kill vehicles, I just disabled the weps/strip.
