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Subject: Re: SSCTF

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 11:19:18 GMT

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Xpert wrote on Wed, 23 April 2008 07:16 You can use RR as a substitute but you probably don't want the features in RR. You can disable unwanted features in RR as well. Of course, there are numerous options to get it working. Those you have posted and then there is the option to use SSGM in CTF mode or just re-write & re-compile the SSCTF scripts so the Killmsgs will be displayed in public chat. For the use with SSGM and special weapons inside a modified object, the presets should be listed in the ssgm.ini too.

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