Posted by Altzan on Wed, 15 Oct 2008 16:32:10 GMT
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Quick and simple question: What is the simplest way to end a game (MP) in favor of NOD or GDI
and move on to the next map in the sequence... without Beacon Pedestals?
Situation: making a Coop V2 LAN thing, but can't figure out a way to get each map to end when
you reach the end of the map, I want it where when the players either kill all soldiers or reach a
point the map ends, and the next one on the map list initiates.