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Subject: Destroyed Turret

Posted by [General Havoc](#) on Tue, 26 Aug 2003 13:23:50 GMT

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Yeah M01\_TurretBeach\_Turret\_01\_JDG is a script that is used on level 1 of singleplayer but it may appear on other ones.

M00 - Westwood - mainly multiplayer scripts - most of them work fine in multiplayer.

M01 to M11 -Westwood - Singleplayer scripts - a lot of these will work in multiplayer but some of them don't or have little use for multiplayer.

GTH - Gregs scripts

TDA - Dante's Scripts

JFW - Jonathan Wilsons scripts

NHP - Namehunters scripts

SUR - Survivor mode scripts

Reborn - Reborn scripts

RA - RenAlert scripts

PDS - Test & debug scripts

Most of the script written by members of the community will work in multiplayer but you have to be careful. Any script involving "poke" (action button) will not function in multiplayer for the clients.

This is also the same for sound scripts and some cinematic triggering ones. In theory all of these scripts should run fine without the client having the script.dll installed as long as they are not hosting.

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