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Subject: Re: server side mod Kambot

Posted by [robbyke](#) on Fri, 08 Oct 2010 04:26:04 GMT

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ive just started the server and im not a pro in scripting yet so im just trying to start

a000clown wrote on Fri, 08 October 2010 02:56robbyke wrote on Thu, 07 October 2010 16:33if i publish its source its no longer unique XD

When I released the source I made it publicly available to anyone interested. Only the parts of code contributed by others are private since I had not asked for permission to distribute their work at time of release.

That said, more than a few people have downloaded this mod. I had hoped people would make their own crazy alterations instead of using the boring old stock copy though.

im not gonna use the boring old stock because i didnt really liked your last changes

i remade the vtach commands removed basegapgen made it a defense

readed purchase terminals

and now im trying to launch so i get good ideas from a community

halo2pac wrote on Fri, 08 October 2010 03:09I didn't mean for an attitude, I meant that there are 10-20 build servers so its really not possible to make a unique build server. Now if he implemented a new game type or build mode then posted screen shots and a video and told us to check it out i'd be impressed but when you tell me your hosting another build server its like

meh.

well you say it so easy but what new game mode would be fun with defenses and im just a noob scripter so a new game mode would have no idea how to start if you have buildable defenses you better stay in aow im trying to make my server more then just build you can also use powerup buy new chars and weapons defenses are not that plenty and are just to make it more fun you dont even give a chance ive just started and you say 10 20 build servers? i only know 2 but ive been out community for a long time