Subject: Re: Using helipad logic in MIX maps
Posted by Whitedragon on Mon, 04 Feb 2013 07:28:39 GMT

If I remember right, my scripts(ExpVehFac) won't work on mix maps because they require some hud.ini settings to make the vehicle menu not grey out when a vehicle is building. However, I now know how to do that completely server-side, so that can be fixed. Is there another issue with mix maps that I'm forgetting about?