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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [StealthEye](#) on Wed, 10 Sep 2014 21:39:34 GMT

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That would break the function for all servers not having special packages, so that's not making things any better. Adding a configuration option only makes things more complex. Why does it crash the clients though? Afaik, it shouldn't. That should be fixed instead.

You can override any default generated game definitions by just using the same name in a game definition in tt.cfg. If that's not enough to solve the issue, the bot should filter which maps should be available for change map commands instead of the engine, the engine should simply list what is supported, which is what it does now. If anything, it could show an extra entry for each listed game definition, stating whether it's user defined or generated.

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