
Subject: Custom per-map loadscreen support added to scripts

Posted by [jonwil](#) on Thu, 12 Feb 2015 11:07:33 GMT

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I have just added a feature to scripts (4.2, 4.3 and 5.0) that lets you have a custom per-map loadscreen. Players using versions without the feature will simply get the standard C&C mode loadscreen (so its safe to use even if you cant be sure all players will have 4.2). To use it, create a file named xxx_map.ini where xxx is the name of your map. So for canyon, it would be C&C_Canyon_map.ini and so on. Inside this ini file put a [CustomBackdrop] section and underneath put the same stuff you would put in a loadscreen/backdrop entry in campaign.ini (read campaign.ini for details of how that works if you aren't sure how it works)
