Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by Jerad2142 on Mon, 12 Oct 2015 14:30:27 GMT

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danpaul88 wrote on Mon, 12 October 2015 02:42jonwil wrote on Sun, 11 October 2015 04:51Made the game_info and player_info console commands get the team name from the strings file instead of hardcoding those names


Hmm, this is going to need a BRenBot update to handle this, currently it only recognises GDI, NOD, Sov and All as team names in the responses to those commands. I wish you'd told me about this change before releasing this :/
You don't remember us talking about it a year ago? I brought it up with you because Brenbot wasn't displaying the players on bear island which has team names Humans and Wildlife.

BTW, you always could change the team names through strings, it just didn't reset the team names properly when the next map began.