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Subject: Re: Scripts 4.4 progress update

Posted by [jonwil](#) on Mon, 12 Jun 2017 22:42:21 GMT

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Its fairly trivial to set the reticle colors on a per-map basis via the per-map presets and then have all the maps your server runs downloaded over the TT downloader so it can feed that per-map ddb file (you could even easily modify all the stock maps in this way and make them into something you can package up via the TT downloader)

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