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Subject: scripts.dll 1.3

Posted by [Madtone](#) on Sun, 14 Dec 2003 12:29:24 GMT

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is it possible to write a script to change startup spawners team randomly?

For example:

Nod starts on once place of the map and gdi another, and the next time the map begins the nod spawners are GDI and GDI are nod, but instead of just taking turns to start on diff places, make it random?

Like you never know where Nod will start or GDI will start.

Im preety sure this isn't possible though.

Think of it as an assault script!

Nod defending their PP, and GDI attack it. Then the next time the map is loaded GDI have to defend their PP and Nod attacks?

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