
Subject: New in the BlackCell servers

Posted by [Whitedragon](#) on Fri, 09 Jan 2004 23:42:26 GMT

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Crimson

I especially liked how WD started a thread about the scripts for sniper servers and asked for our opinions, but after all that was said and done, we got no release... it was more like "Hey, look how cool we are..." -- And THEN you wonder why people don't like Black Cell!!! The logic astounds the mind, really it does.

Um? i posted a release of the sniper mod on christmas eve.

me

version 1.0 is released:

http://web.black-cell.net/server_sniper_mod.zip

beacons are still buyable for now(though they cant kill buildings anymore), in future releases this will hopefully be fixed.

readme and an example ini file are included in the zip, along with the source code.

enjoy your christmas present all you sniper servers!

^from the sniper mod thread...
