

---

Subject: Renegade Alert 0.992b Released

Posted by [General Havoc](#) on Mon, 26 Jan 2004 16:47:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think that the DM map in RenAlert should exploit the Team DM scripts that Jonathan Wilson wrote. You have some decent scripts such as the spy, thief and harvesting ones in there so I don't see why it can't be done. Ask anyone who plays the team DM map for 30 minutes and the majority of people will say it is rather long and can get repatative.

Using the Team DM script would add the option to to win by kills instead of points and could make a more exciting match. I see no problems that could occur by implementing it, it can be enabled/disabled by using a textfile, which also allows the amount of kills you can win on too to be changed and also eliminates spawn camping people who are AFK. Doesn't effect gameplay in any way if the kill amount is not met, the game behaves as normal and wins by score.

I know, if I had the option of playing a match for 30 minutes and winning by points or playing one for 30 minutes and winning by kills which game I'd like to play.

These scripts are here - so why not exploit them and show them off, a brilliant game mode and no one is using it yet.

---