Posted by gibberish on Mon, 02 Feb 2004 00:12:49 GMT

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Ok, sorry to be a pain, a couple more questions:

1.>
The M00_GrantPowerup_Created script can be used as a quick hack to add a server script in a standard game, which allows actions to be taken with the player object.

Is there anything similar that I can use to associate a script with a vehicle on standard maps. Primarly I want to trigger an action when someone gets in or out of a vehicle.

2.>
Is there any way to find out the current map name from scripts.dll ?

Thanks,
Gib