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Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Fri, 20 Feb 2004 01:21:56 GMT

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I've had Capture the Mobius sitting on my desktop for a month now. We hosted it for a day, the game play was horrible compared to the other game modes. Even when everyone knew how to play it, the fun was lacking. We quickly took it off and hosted CTF, since everyone preferred that over CTM.

The ActionParamStruct that I made the Mobius use was screwed up when it came to tunnels. It refused to move through tunnels, so certain maps like Canyon were almost unplayable.

If people really want it, I could spend a few days cleaning it up. CTM looks great on paper, but is horrible in game.

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