Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by Titan1x77 on Fri, 16 Jul 2004 22:33:53 GMT

jonwilVehicleFactoryGameObj::Set_Max_Vehicles_Per_Team(int) also looks cool... (would be great for a way for server admins to set the team maximum vehicles although that would need to be a new console command or something)
...

This would be great

Ive made qutie a few large maps and increasing the limit just by 2 or 3 would help out alot.