Subject: Help with mod
Posted by flyingfox on Mon, 07 Mar 2005 00:15:53 GMT

I imagine you somehow put the obelisk building controller as one of the character weapons in level edit (but as on the same map as everyone else, likely a westwood one) then have a server-side script to have certain characters' beginning weapon to be that obelisk controller.

Probably wrong, so take this as a theory level algorithm