Subject: Re: C++ help
Posted by EA-DamageEverything on Thu, 27 Mar 2008 15:53:59 GMT

So you want to have different spawn chars within a map and not per map? The only way I think this can be done is via scripts.

If the player has 1000 points, he spawns as a Patch, 2000 for Havoc etc...? But I'm sorry, I have zero skills in creating new scripts or even LUA.