Subject: Re: Multi Modded Map Loader?
Posted by reborn on Wed, 14 Apr 2010 21:34:07 GMT
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Managed to grab 30 minutes tonight and was able to produce a proof of this that worked with my test mods for the map complex. The server ran for several rotation, and successfully switched the mods for the map in an automated fashion.
I would join One version fo complex and there would be some planes laying around, then the next time it loaded, there was turrets and stuff.
I just need to expand on it and add support for other maps.