Subject: scripts.dll 1.5
Posted by vloktboky on Fri, 20 Feb 2004 19:59:15 GMT
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General HavocAs for vloktbokys scripts, they are all very well but they would be nicer if you could write them as a "useable" script so people can program them into their maps also. In reality server-side dll scripts offer no advantage to modders making maps. It causes more problems if anything.

My scripts were not meant for fan maps, clients should not have my work. They were meant so servers could host modified games that everyone could play on. That's why it's "server side".

Adding support so fan maps could take advantage of the mode, that would make sense. But, converting the whole thing for fan maps alone defeats the entire purpose of the mod.

I don't see how they could cause problems. If you want to host a server for the purpose of sniping or for CTF games, use them. If you want to host fan maps or use other rules, don't use them.

I've got a few good ideas on some scripts that I could make this weekend. If you need any help with anything Jonathan, you know how to reach me.