## Subject: Re: "Warning: You Are Leaving The Battle"
Posted by Vitaminous on Sat, 29 May 2004 18:23:52 GMT

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npsmith82Something that's always bugged me in renegade maps is that most people either have to put maps in a steep valley or have ghey invisible walls to stop people from exiting the map.

It shouldn't be hard for someone to make a script (like in BattleField 1942) where after you leave the boundaries it counts down 5 or 10 seconds with a warning, then gradually gives damage until you either die or return to the map.

Maybe this is already scripted for, timed delays and damage zones, pretty sure they're included in the latest scripts.dll

The only stupid thing about this is that the map actually mirrors itself when you get out of the borders, like a hypercube!