Subject: SP level of difficulty
Posted by Oblivion165 on Sat, 12 Aug 2006 03:58:06 GMT
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Has anyone figured out how to set the level of difficulty on objects?

Like to make a spawner only show up when the map is on hard mode etc etc

Subject: Re: SP level of difficulty
Posted by jonwil on Sat, 12 Aug 2006 05:07:26 GMT
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There is a scripts engine call that gets the current difficulty level, thats probobly used for that stuff.

Subject: Re: SP level of difficulty
Posted by Oblivion165 on Sat, 12 Aug 2006 06:29:59 GMT
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Ah, so nothing is made then I guess?

Subject: Re: SP level of difficulty
Posted by Nightma12 on Sat, 12 Aug 2006 08:05:57 GMT
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what would the difficulty return if it was on multiplayer??