Subject: Multiplayer Reinforcements
Posted by LucefieD on Sun, 06 Mar 2005 14:13:48 GMT
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I made a multiplayer map based on the dead 6 rescue lvl(actually it was the lvl) but anyway I put a radio on the map and made it so everytime you poked it gdi reinforcements came down. I also toyed with poking the officer and they come I also remember I put Locke in the church and the obective was to kill him, I put an engineer repair script on him