
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [Mad Ivan](#) on Sun, 02 Apr 2006 23:19:56 GMT
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jonwil wrote on Mon, 03 April 2006 01:34I dont know if per-map loadscreens will work or not. It depends on where in the load process the map mix file is opened and read.
But I will see what I can do.

thanks.On the map prefix thing i ment something like if a map's name is TD_Pie, the game will use if_lvITDload.w3d and if the name is TS_Pie, it would use the if_lvITSload.w3d file and so on.I guess it would be BHS.dll-related, but still
