Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by danpaul88 on Mon, 12 Oct 2015 08:42:24 GMT

jonwil wrote on Sun, 11 October 2015 04:51Made the game_info and player_info console commands get the team name from the strings file instead of hardcoding those names

Hmm, this is going to need a BRenBot update to handle this, currently it only recognises GDI, NOD, Sov and All as team names in the responses to those commands. I wish you'd told me about this change before releasing this :/