

ET: Legacy Development - Feature #258

Server: g_mapscriptdirectory / ETPro scripting issues

17.03.2013 23:35 - Harlekin

Status:	Fixed	% Done:	100%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Harlekin		
Category:	Mod CGAME		
Target version:	2.71rc2		
OS:		Arch:	
Description			
b_mapscriptdirectory - etpro style custom map scripts. most popular: Battery Backdoor dynamitable & Fueldump CP Spawn			

Associated revisions

Revision 6f6e0991 - 18.03.2013 10:05 - IR4T4

game: g_mapscriptdirectory introduced refs #258

Revision 61f5486d - 14.04.2013 09:51 - IR4T4

game: ETPro mapscripting fixes refs #258 refs #180

History

#1 - 18.03.2013 10:16 - IR4T4

- Category set to Mod CGAME
- Status changed from New to Feedback
- Assignee set to IR4T4
- Target version set to 2.71rc2

#2 - 18.03.2013 10:16 - IR4T4

- % Done changed from 0 to 90

#3 - 19.03.2013 21:42 - Harlekin

```
Enable spawning! *****  
ERROR: SV_SetBrushModel: NULL *****  
— Server Shutdown —
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#4 - 19.03.2013 22:13 - IR4T4

Harle, attach the used script.

#5 - 20.03.2013 16:12 - Harlekin

- File battery.script added

Used the scripts that come with etpro 3.2.6

#6 - 14.04.2013 10:00 - IR4T4

- Subject changed from Server: b_mapscriptdirectory to Server: g_mapscriptdirectory / ETPro scripting issues
- Status changed from Feedback to Fixed
- Assignee changed from IR4T4 to Harlekin
- Priority changed from Low to Normal

The above error shouldn't occur anymore. Time to load more custom scripts - g_mapscriptdirectory CVAR itself works as expected.

#7 - 14.04.2013 10:00 - IR4T4

- % Done changed from 90 to 100

Files

battery.script	38.1 KB	20.03.2013	Harlekin
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