

Client auto map scripts

When a map loads or restarts, the client will look for the following scripts and run them if found:

- autoexec_(mapname).cfg
- autoexec_default.cfg

For example if the map rotates to battery, the client would look for autoexec_battery.cfg and run it. If autoexec_battery.cfg is not found, it would try to run autoexec_default.cfg instead.

Client auto team/class scripts

When players spawn with a changed team or class, the client will look for the following scripts and run them if found:

- autoexec_axis.cfg
- autoexec_allies.cfg
- autoexec_spectator.cfg

- autoexec_soldier.cfg
- autoexec_medic.cfg
- autoexec_engineer.cfg
- autoexec_fieldops.cfg
- autoexec_covertops.cfg

These are only run when the team or class changes, they are not run on every spawn.

The files will be executed in following order:

1. autoexec_< teamside >.cfg

2. autoexec_< classtype >.cfg
 3. autoexec_< mapname >.cfg
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