Subject: final list of stuff new to scripts.dll 2.0 Posted by zunnie on Mon, 04 Oct 2004 12:24:01 GMT View Forum Message <> Reply to Message

I hear from several people that the TFX_SpawnWhenKilled / TFX_ReplaceWhenRepaired scripts are 'unstable', so i dunno if Jonwil made any changes to improve the scripts? Either way VERY nice work dude!!!

[zunnie]

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums