Subject: BHS needs a mapper for Core Patch 1
Posted by Blazer on Mon, 11 Oct 2004 20:37:13 GMT
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On one hand I like that idea...I wanted to implement it myself via script zones in doorways once. But then again when I am an SBH, its quite a thrill to hide in the corner of a building while there are enemies in there, sneaking in and out of the doors etc...and that alarm would spoil that. Hmmm just my perspective though.