Subject: big new engine feature added to scripts 2.1, Keyboard Hooks
Posted by vloktboky on Wed, 26 Jan 2005 19:10:53 GMT
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Lol, good job. How long did it take you to do this again?

But seriously, what good is this going to do? Attach a script to an object on a fan map that will
never be made so when anyone presses their M key, the object blows up? Pointless.