Subject: Script Question
Posted by Kamuix on Mon, 20 Feb 2006 05:27:55 GMT

View Forum Message <> Reply to Message

Laeubi wrote on Thu, 10 March 2005 03:56You can use the Custom scripts,
(JW_Death_Send_Custom + Destroy Object on Custom) to have the obelisk as a tile..

But wont the JFW_Death_destroy_Object Work the same way? Or am I missing something.