Subject: Scripts in level Edit
Posted by General Havoc on Tue, 13 May 2003 19:29:04 GMT
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Yeah especially if you have as many modfolders as me (around 80) that have scripts in, it can get pretty confusing. The only way to tell the difference is the date stamp on the file. And theres version 1.1 out there that doesn't work with level edit to make it even more confusing. Then theres multiple versions that come with mods and maps, which is a VERY bad idea to do. It's best to give a link the the scripts because incluuing them with a mix will overwrite newer versions when unzipped. Also the fact that I tested the DLL for a while means I have multiple beta versions lying around that really need to go.

_General Havoc