
Subject: Re: SScripts request

Posted by [theplague](#) on Sat, 17 Jun 2006 03:57:12 GMT

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-_- renegade folder, so whenever i add a script to scripts.dll, i have to replace the original with the modded, and then after using level edit, replace the modded with the original?

dono if it's just me, but placing it in the actual project folder seems to be an easier solution...

it also makes keeping track of different scripts easier, don't you think?
