Subject: Re: Script possibility question.
Posted by Naamloos on Wed, 05 Jul 2006 11:35:43 GMT

Silent Kane wrote on Wed, 05 July 2006 13:30Easy shit.

I'm sure it is, for someone that has the experience with this kind of stuff. But I don't, so maybe you could explain it?

I'm not asking how to make scrips, I'm asking how to set them up in level edit... That is if any of the current scripts.dll versions allow this kind of stuff.