Subject: delay on pm script on join
Posted by sycar on Fri, 07 Jul 2006 11:20:44 GMT
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ok so ive coded a welcome message to be pm'd to the users whey they join, by using the join hook. The script runs fine and the pm shows up in the clients logs but is not actually displayed in game. Is there a way of delaying this script so the client is fully loaded before it oms.

thanks buffymaniack