Subject: Re: scripts.dll 3.0 WIP update
Posted by Jerad2142 on Fri, 22 Sep 2006 02:40:07 GMT
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Could you make a fix in bhs.dll that like in single player it would make you play the whole 3rd person fire animation in multi player. It would also be useful if there was a script that could change the texture of the sun, moon and clouds per level (once again so I would not have to separate my mod packages so that I could change the suns texture on one level, In a multi player coop with 21 levels it could start to get hard to find the next level if they are all in separate mod packages).