Subject: Re: Bot maker weapon Posted by Jerad2142 on Thu, 28 Dec 2006 19:30:45 GMT View Forum Message <> Reply to Message

In your mod's folder.

Name it what ever you want, the name just has to match what ever you name it in the beacon's script spot using the "Test\_Cinematic" script. Do not forget to put .txt on the end of this scripts prams!

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