
Subject: Re: how do i put this in ma script.dll
Posted by [Cat998](#) on Mon, 08 Jan 2007 17:35:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

gamemodding wrote on Mon, 08 January 2007 17:03 here ya go, i can't test it because i don't have renegade atm. its SSAOW ported to scripts 3.2 with your turret program in it

If you want the sources i will send them to you. i didn't want tp put them in this zip because it would make it messy.

to build a turret you need 600 cred and you need to type "!Build Turret" (case sensitive)

Scripts 3.2 ?
remember it's SSAOW, not SSAO
