
Subject: Re: SAM firing on Cargo plane
Posted by [DL60](#) on Fri, 09 Mar 2007 21:55:54 GMT
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The JFW Script works but not the c130.txt

Bit the problem is solved now - thanks.

By the way I think I have to add the scripts to the .mix archive now? By the way when somebody uses a newer Version of the scripts in his DATA and plays my map now with the older in it do the older scripts in my mix kill the effect of the news in the DATA?

For example jonwil introduces some awesome new postrendering effects or features in script 4.0 and someone with that scripts plays now my map. Will he have the new effects/features in my map despite my old scripts in there?
