Subject: Re: Help finding CPUKiller
Posted by Jerad2142 on Tue, 10 Apr 2007 13:38:42 GMT

jonwil wrote on Tue, 10 April 2007 01:34Only scripts that are tested, complete and working are included
and 3.That everything is based off at least scripts.dll 3.1.x if not 3.2.

If a persons scripts are running off of scripts 2.92's engine file, could we just simply give it separate engine files?

IE:
#include "scriptsold.h"
#include "engineold.h"
#include "jmgscripts.h"