Subject: Re: Spectate yo Posted by BlueThen on Mon, 06 Aug 2007 19:11:38 GMT View Forum Message <> Reply to Message

Reborn wrote on Mon, 06 August 2007 14:07Commands->Set_Model(obj,"null"); Commands->Set_Is_Visible(obj,false); Commands->Clear_Weapons(obj); Commands->Set_Shield_Type(obj,"blamo"); Commands->Attach_Script(obj,"jfw_flying_infantry","");

Commands->Attach_Script(obj,"jfw_Disable_Physical_Collision","");

am I right?!

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