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Subject: Re: AirStrike function

Posted by [reborn](#) on Thu, 06 Dec 2007 00:10:15 GMT

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The Elite Officer wrote on Wed, 05 December 2007 14:40Can this be used in MP ractiece, and if so (or if not) how would I get it to work on my renegade FDS, and lol would it work in demo or SS? Thanks...

It might working in multiplayer practice if you mod your client scripts.dll to include this. I haven't tried doing that. But I guess it could be possible to have all the features of SSGM in your single player mission and mulptiplay practice.

I have no idea if it would work in the demop, I don;t know how much things differ. Tjere might be addresses and stuff that have changed that the rest of SSGM relies on. Show the code to the people who are making that demo server regulator thing, they might have a better clue.

cAmpa wrote on Wed, 05 December 2007 18:52Quote:Jet\_3.txt

There is a wrong "Nod\_Jetr"

Thanks man

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