
Subject: Re: scripts.dll causes FDS Crash
Posted by [wittebolx](#) on Wed, 12 Dec 2007 03:09:59 GMT
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if i knew what lua file..
lua works with multiple files.
ive got almost all weapons, vehicles, characters and many other things in seperate lua files, to
browse them all would take a very long time..
maybe if you have a spare minute, add me on msn: wittebolx@wittebolx.com
so we can chat on there, i hate to upload my complete Lua to a Forum.

thx for helping
