
Subject: Re: M0X Maps Scripts
Posted by [Veyrdite](#) on Sun, 16 Mar 2008 01:07:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol clever.

LE needs to be remade when it comes to scripts.

I hope someone implements script duplication (so you don't have to pick it in the list several times for slightly different options.), then ability to re-arrange the scripts so they execute in a different order if you have more than 1 attached to a single object and several lists when you choose a script, that are sorted into categories.
