
Subject: Re: Display string on MessageBox
Posted by [rrutk](#) on Tue, 13 May 2008 09:31:59 GMT
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danpaul88 wrote on Wed, 07 May 2008 18:20 You realise that would print a team message every time the SAM site was damaged? So if someone was shooting it with a rifle it would spam the message for each and every bullet that hits it? Could get a bit annoying...

As for why it's not working... no idea, sorry.

right, that isnt a good idea.

isn't there a simple script to display some custom messages in the message box???
