Subject: Re: !spec script release
Posted by HeavyX101- Left on Thu, 15 May 2008 19:43:20 GMT

I just copy and paste the first code into C++ and then save is as "gmscripts.cpp" and then copy paste the second code into a completely new c++ file and then save it as "gmmain.cpp"
And i didnt get the last part.
(Is this code for renegade or fds?)