Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by rrutk on Thu, 22 Jan 2009 01:49:54 GMT

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SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do this?

For buildings renegade does itself.

For Mounted Vehicles it should, but it doesnt, even if the strings and links to the sound-presets are set correct.

Dunno why.