Subject: Re: [Scripts] Building Under Attack & Destroyed
Posted by _SSnipe_ on Thu, 22 Jan 2009 02:59:57 GMT

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rrutk wrote on Wed, 21 January 2009 17:49SSnipe wrote on Wed, 21 January 2009 01:10Dont understand what it does, doesn't renegade already do this?

For buildings it does.

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

Dunno why.

So what does it do?, Still a little lost