Subject: Scripting Arguments! Posted by T0tNI on Tue, 02 Feb 2010 01:38:21 GMT View Forum Message <> Reply to Message

Attach\_Script\_Once(Get\_GameObj(pID), "JFW\_Health\_Regen", "01.00,4,3")

Just wondering, what the "01.00,4" are for. I'm trying to make the regeneration last for a "specific" amount of time then expire. :P9

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums