Subject: last call for scripts.dll 1.4
Posted by SomeRhino on Wed, 04 Feb 2004 05:14:17 GMT
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Rad. I see 3-4 scripts that I will be able to use in my mod there. Also, 8 customs is exactly how many I'll be needing to use in a game mode I'm working on, so good choice on that one. Keep up the good work, I'll be happy to test some of the scripts for you. Thanks, JonWil.