Subject: scripts.dll 1.5.1/1.6 Posted by Slash0x on Thu, 08 Apr 2004 01:02:10 GMT View Forum Message <> Reply to Message

Titan1x77Teleporters work fine in MP...

The lower distance spawn act's like a jump....you have to leave at most 3 meters above the ground for them not to die.

Or you get stuck into something... WAH!!!!!

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