
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!!!!!!
