Subject: scripts.dll 1.5.1/1.6 Posted by jonwil on Fri, 09 Apr 2004 05:54:16 GMT View Forum Message <> Reply to Message

NeoSaber is going to have some RenAlert stuff ready to go.

Also, I will be working on fixing the visible person in vechicle logic and also implementing visible person in vechcile based on what sort of infantry gets into the vechicle.

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