Subject: 1.6 is out
Posted by jonwil on Fri, 16 Apr 2004 03:25:39 GMT

View Forum Message <> Reply to Message

get it from http://www.sourceforge.net/projects/rentools/

Note specificly the changes to JFW_Nod_Obelisk_CnC (read readme for that script)

Basicly, I got the obelisk powerup animation (not the sound, working on that) to work properly in MP.

Basicly, you switch from using M00_Nod_Obelisk_CnC to using JFW_Nod_Obelisk_CnC and you get the effect automaticly.