Subject: scripts 2.9
Posted by sycar on Fri, 04 Aug 2006 22:45:38 GMT
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hey jonwill/or anyone else that knows

can you explain how you use the find_nearest_building function and also how you use the new engineer repair functions.

thanks buffymaniack

Subject: Re: scripts 2.9
Posted by Mad Ivan on Sat, 05 Aug 2006 00:51:30 GMT
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actualy, i'd also like to know that too

Subject: Re: scripts 2.9
Posted by Zion on Sat, 05 Aug 2006 01:23:21 GMT
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hmm......

Readme.txt?

Subject: Re: scripts 2.9
Posted by sycar on Sat, 05 Aug 2006 12:11:09 GMT
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couldnt find anything about find_nearest_building in readme.txt and it basically explains what the new engineer scripts do. not how to use them.

Don't get me wrong kamuix, but is this not renegadeforums? i.e. a place for people to post questions about renegade? So when i post a perfectly legitimate question, which even other people are wondering, why do you tell me to stfu? have i ever done anything to you?

buffymaniack

Subject: Re: scripts 2.9
Posted by Cat998 on Sat, 05 Aug 2006 14:02:45 GMT
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GameObject *Find_Nearest_Building(Vector3 Pos)