

---

Subject: Scripts.dll

Posted by [extreme\\_sol](#) on Sun, 24 Dec 2006 05:41:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How do you work out the time remaning from The\_Game()->TimeRemaining\_Seconds

---

---

Subject: Re: Scripts.dll

Posted by [extreme\\_sol](#) on Sun, 24 Dec 2006 06:44:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i would edit but dont know where edit is, nevemind its supposed to be a float not an unsigned int

---