Subject: [Script] Brush Command v2
Posted by YazooGang on Sat, 03 Jan 2009 19:41:55 GMT
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Made by Ferkhat and madrocks

Subject: Re: [Release] Brush Command v2
Posted by BlueThen on Sat, 03 Jan 2009 22:34:08 GMT
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So uh... what's different about it?

Subject: Re: [Release] Brush Command v2
Posted by mrÃ£Ã§Ä·z on Sat, 03 Jan 2009 22:37:45 GMT
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You have to type just !Brush Deploy then it will deploy the current Brush Object

Subject: Re: [Release] Brush Command v2
Posted by YazooGang on Sat, 03 Jan 2009 23:21:54 GMT
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Ok, objects are all in one class and u have to use only 1 command to deploy the object.

Subject: Re: [Release] Brush Command v2
Posted by BlueThen on Sat, 03 Jan 2009 23:25:20 GMT
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...That's it?

Subject: Re: [Release] Brush Command v2
Posted by YazooGang on Sat, 03 Jan 2009 23:58:05 GMT
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its version 2