Subject: final list of stuff new to scripts.dll 2.0
Posted by weetbix on Mon, 04 Oct 2004 09:03:54 GMT
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Well thats exactely what TFX_Spawn_When_Killed and TFX_Replace_When_Repaired do.

I personally don't see a reason to have two scripts that do the exact same thing but if they are put in then it doesn't matter.