Subject: final list of stuff new to scripts.dll 2.0
Posted by zunnie on Mon, 04 Oct 2004 12:24:01 GMT

I hear from several people that the TFX_SpawnWhenKilled / TFX_ReplaceWhenRepaired scripts
are 'unstable', so i dunno if Jonwil made any changes to improve the scripts?
Either way VERY nice work dude!!!

[zunnie]