Subject: Re: Moving towards scripts.dll 2.9

Posted by theplague on Sat, 01 Jul 2006 00:46:16 GMT

View Forum Message <> Reply to Message

if it's not possible to display text on a players screen at (x,y), then can you at least make a command which clears the messages sent with Display\_Int\_Player and that lot. or even a new-line command would help