Subject: Re: scripts.dll 3.2.2 WIP update
Posted by jnz on Mon, 16 Apr 2007 14:43:07 GMT

Thats a lot of work, nice!

This may be a bit early, but it would make a few peoples lifes a bit easier.

```
void KillHook(GameObject *Obj, GameObject *Killer, int LastDamage)
{
    //...
}

//...


AddKillHook(KillHook);
```

i could make this, i'm just no good with documentation.