
Subject: Re: Single Player Maps

Posted by [jnz](#) on Tue, 05 Jun 2007 11:42:55 GMT

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- 1) Attach_Script_Once(scriptzone, true); //scriptzone must be the GameObject * of the script zone you want to attach it to.
 - 2) The script i posted in the code
 - 3) Microsoft Visual C++ Express Edition
 - 4) Reborn never said he would make a video, he said he would make a tutorial. Someone suggested he makes a video.
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