Subject: Re: crate question
Posted by _SSnipe_ on Thu, 05 Jul 2007 07:14:17 GMT
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a)then how can i make this 200 sec code?
b) well i guess i cant use mutants?
c)back to the mod vech crate what about those

GDIRVC_buggy.txt type files change present as well? in them along with in the scripts?
d)well what i mean is i know i would have to make that script inside the crate custom section
right? what else would i have to look for change edit or add?