
Subject: Re: Why dont custom models work on multiplayer

Posted by [AoBfrost](#) on Mon, 06 Aug 2007 02:45:37 GMT

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The only thing i can think of would be to make this somehow a objects.dbb file and use the "hack" method as if it were a cheat, but then again, that doesnt work 100% of the time because it wouldnt work the first game...so.....making it into a non hack hack wont really work.....i wish whitedragon was here, he is a expert as scripts.dll and cp2 stuff, he would know a way.
