Subject: Re: Script
Posted by reborn on Thu, 09 Aug 2007 10:26:37 GMT
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joe937465 wrote on Wed, 08 August 2007 20:16make time explosions someoen in the map like every 120 second it will ion strike at a spot

Please take 10 seconds to re-read your post and then fix it so it will make sense. I can't work out whether you want a model of a character to blow up every two minutes at a fixed spot, or whether you want something else.
Either way you should not make it that hard for someone to help you.