Subject: Re: scripts.dll 3.4.2 is out
Posted by BlazeDragoon on Tue, 14 Aug 2007 21:48:21 GMT
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Jerad Gray wrote on Tue, 14 August 2007 15:45If there will not be a 3.5 what am I going to do with my 110 scripts?

That's alot=P. jonwil do you think you can take a look at JFW_Vehicle_Extra_Attach in the future:/? I'll be using this and it'd be nice if it's fixed. I talked to you on msn about it, but as a reminder, it does not transfer damage from the attached object to the main object and the enemy team can get in the attached object as well. It's almost like it doesn't work at all. I entered the id from the preset when you click mod as you said to=P.