Subject: Re: Beacon creates objects Posted by SWNight on Fri, 14 Sep 2007 15:50:07 GMT View Forum Message <> Reply to Message

All he wants is just a script that's like TFX_Replace_When_Repaired BUT that lets you add in X and Y values aswell, not just Z. He doesn't want to learn Lua or C++...

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums